DESIGNED BY JOE VEEN

BATTLE GROUND:

HOSTILE INTENTIONS

TABLE OF CONTENTS

BATTLEGROUND: HOSTILE INTENTIONS (1.0)

Game Design: Joe Veen

Additional Content and Game Design: Alex Friedrich and Alfredo Lorente

Editing and Proofreading: Alex Friedrich

Graphic Design: Joe Veen

Playtesters: Alex Friedrich, David Gagner, Jay Halverson, Alfredo Lorente, Tess Shepherd, Joe Veen and Andrew Urbanski

Print and Play information:

Print and Play files for Battleground: Hostile Intentions can be found at www.joeveen.com.

Future expansions:

Multiplayer rules, additional maps and solitare rules are currently in development and will be released soon.

Game Publishers:

If you're interested in publishing Battleground: Hostile Intentions, please contact me directly at joeveen@gmail.com.

1.0 GENERAL INFORMATION

1.1 INTRODUCTION

It is the near future.

A rebel coup has destabilized a small corner of the world, and border nations are moving in to grab whatever territory they can.

You command the forces of one of those nations. You have established a command center in a section of the country, but you face rivals for control of the area.

Now you must build up your command center by erecting defenses and constructing facilities that train soldiers, manufacture weapons, tanks, aircraft and other vehicles.

Achieve victory by destroying your opponents' command center or capturing and holding critical objectives located throughout the area.

1.2 HOW TO WIN

Destroy your opponents' Command Center or collect more victory points by capturing and holding objectives.
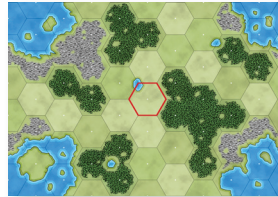
1.3 CONTENTS OF THE GAME

- 168 Military unit counters
- 32 Building tiles
- 50 Command Cards
- 20 Command Tokens
- 12 Six-sided dice
- 4 Large cubes
- 4 Small cubes
- 3 Objective markers
- 10 Victory Point tokens
- 30 Damage tokens
- 4 Map sections
- 1 Tracking Board
- 1 Rulebook

2.0 THE COMPONENTS

2.1 MAPS
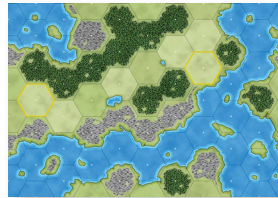
Battleground: Hostile Intentions has two types of map sections: **objective** and **base**.

Objective sections contain one or more hexes, outlined in yellow, which are game objectives.

Base sections contain one hex, outlined in red, which indicates a player's starting position.

Each map hex contains a center dot, which is used to help determine line of sight (LOS) *(See 6.1)* and the type of terrain *(see 5.5)*.

The map sections for Battleground: Hostile Intentions can be rearranged to form dozens of different map combinations (or battlegrounds) to fight on.

2.2 TRACKING BOARD
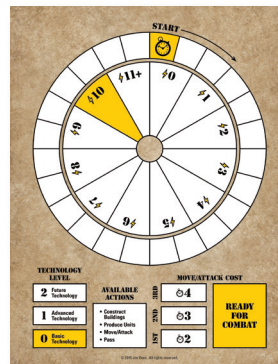
The Tracking Board contains several areas:

The **Initiative** track (outside circular track) shows who the "Active Player" is at a given moment – in other words, whose turn it is to build, move, attack, etc.

The **Power** track (inner circular track) displays how much energy each player has available to power his buildings.

The **Technology Level** (bottom left) track shows the sophistication of the buildings, machines and troops that each player can build.

The **Move/Attack Cost** (bottom right) track displays how many Command Tokens each player must pay to move his troops and vehicles and/or attack an opponent at that moment.

2.3 COMMAND CARDS

Command Cards represent resources -- financial, military, industrial and political – available to a player each turn.

Players turn them in for Command Tokens that they spend to construct buildings, produce troops, move armies, etc.

2.4 MILITARY UNITS

Battleground: Hostile Intentions lets you build three different types of military units: **Infantry**, **Vehicle** and **Air**.

Each military unit counter has a colored bar across the top to show its general unit type: Green (infantry), Red (vehicle) or Blue (air).

The center of each unit's counter contains a symbol and name indicating what specific kind of infantry, vehicle or air unit it is.

The unit's movement value (M) is listed in the upper left, its maximum shooting distance (R) in the upper right, attack values in the bottom left and the cost in the bottom right.

A unit may also have special symbols and letters shown to the right of its identifying symbol. These icons indicate that a unit has special abilities *(see 9.0)*.

See 8.0 for a full list of units.

2.5 BUILDINGS

Each building tile is hexagon shaped and has a black bar running across the top of its counter.

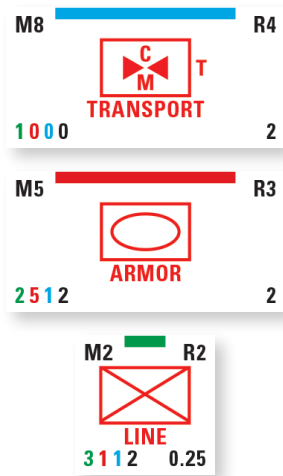The center of the counter contains the buildings name.

The structure value (S) or number of hit points the building has is listed in the upper left, energy requirements (E) in the upper center and the building's defensive range (R) is in the upper right. The building's defensive values are listed in the bottom left, the technology level required for the building is in the bottom center and the buildings cost in the bottom right.

A building may also have a special symbol to the right of it's name. This icon indicates that a building has a special abilities *(see 9.0)*.

Note: Most buildings do not have defensive values or ranges.

See 7.0 for a full list of buildings.

2.6 MARKERS & TOKENS

Command Tokens: These represent the resources each player has. Players spend them to produce units and buildings, as well as moving and attacking. Each player may have a maximum of 10 tokens at a time.

Note: No Command Token artwork is provided with the PnP version of the game. Poker chips are recommended.

Objective Markers: These mark areas on the map that players must occupy to score points in the form of Victory Point tokens .

Victory Point Tokens: Players accumulate these throughout the game when they occupy objectives.

Damage Markers: These show how much damage a building has sustained.

Discard

Command Deck

Command Deck

Discard

Space for unused unit counters and building tiles

PRINT & PLAY EDITION

DESIGNED BY JOE VEEN

BATTLE GROUND: HOSTILE INTENTIONS
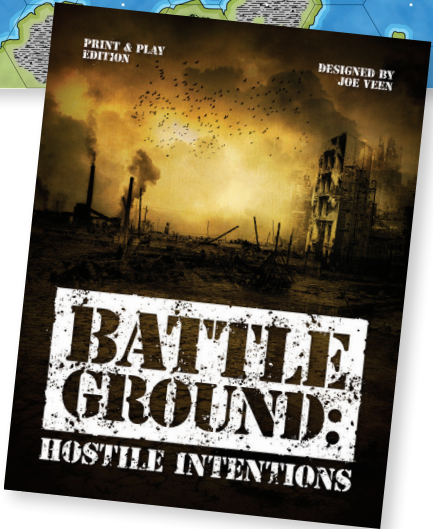
3.0 PLAYING THE GAME

3.1 SETTING UP (2-PLAYERS)

1. For each player in the game, the battleground should contain one map section that contains a base and one section that contains one or more objectives. **Combine the map sections to create a battleground in the center of the table** *(see page 5)*.

   The total number of objective features should always be one more than the number of players. Thus, a two-player game would have four map sections -- two base sections and two objective sections containing three objective features total.

   Try to place rival Command Centers diagonally from each other and, if possible, more than one map apart.

2. **Place the Tracking Board next to the battleground.**

4. **Each player takes the Command Cards, Command Tokens, building tiles, unit counters and cubes of one color.**

5. **Each player should sort and place his unit counters and building tiles in piles next to the battleground.**

6. **Each player should shuffle his Command Cards and stack them into a deck in front of him.** That is now his Command Deck.

7. **Starting with the youngest player, each player chooses a hex, outlined in red and puts his Command Center on it** *(see page 5)*.

8. **Each player now places a Power Plant on a space adjacent to his Command Center** *(see page 5)*.

9. **Each player then places a cube of his color on the following positions on the Tracking Board:**

   - One small cube on the START position on the Initiative track (outside circular track)

   - One small cube on the 10 space on the Power track (inner circular track)

   - One large cube on the 0 space on the Technology Level track

   - One large cube at the READY space on the Move/Attack Cost track

10. **Players draw 7 Command Cards to form a starting hand.**

You are now ready to play.

3.1.1 QUICK-START VARIANT:

Experienced players may want a jump start, so they can start building more advanced buildings and units right away.

Note: This is not recommended for new players.

The game is set up normally *(see 3.1)* with the following changes:

- Each player begins the game with the following building tiles: Command Center, Technology Center, (2) Power Plants and (1) Barracks.

- Each player begins the game with one small cube on the 6 space on the Power track (inner circular track)

- Each player begins the game with one large cube on the 1 space on the Technology Level track

3.2 GAMEPLAY OVERVIEW

Battleground: Hostile Intentions lasts up to 3 rounds, each round is broken down into 5 turns.

At the beginning of each turn, players will play a Command Card to collect Command Tokens, and then spend those tokens to take actions such as training troops, manufacturing buildings and vehicles, moving units and attacking.

When each player has played five of their cards, the round is over.

Players then draw new cards and a new round begins.

3.3 HOW A ROUND/TURN IS PLAYED

At the start of each round, each player draws cards from his Command Deck until he has 7 cards in his hand.

Then a sequence of turns begins.

DIAGRAM 1-1

Collect 5 Command Tokens from your supply.

DIAGRAM 1-2

Red is behind Blue on the Initiative Track, so he is in the last postion and currently, the Active Player.

Red chooses the Produce Units action and places a single Armor unit on his Armory, then a single Sniper unit on his Training Center. The total cost for both units is 3 Command Tokens, so he moves his marker forward 3 spaces on the Initiative Track and returns 3 Command Tokens to his suppy.

Red is still behind blue, so he remains the Active Player.

1. **Collect Command Tokens**. At the start of each turn, each player simultaneously plays a single Command Card from his hand and collects that number of Command Tokens listed on the card *(see diagram 1-1)*.

   Each player should place the Command Card he played on the top of his discard pile. (The top card is always the last one played.)

Note: Players can save unused tokens for use in future turns or rounds, but the maximum number of Command Tokens a player may have at any time is 10.
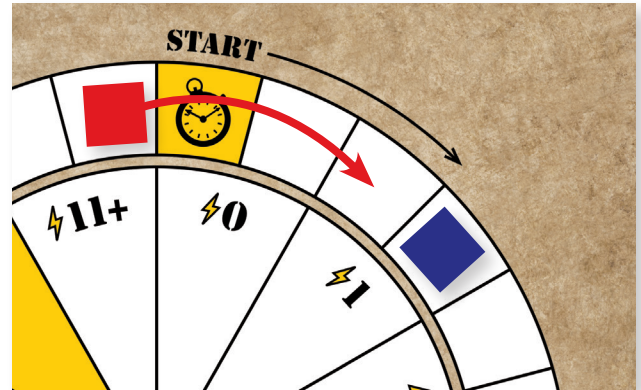
2. **Determine Active Player.** Check the Initiative Track on the game board to see which player is in the last position. That player becomes the Active Player *(see diagram 1-2)*.

3. **Take an action**. When a player becomes the Active Player, he can do one of several things:
   - Construct Buildings *(see 4.1)*
   - Produce Units *(see 4.2)*
   - Move/Attack *(see 4.3)*
   - Pass *(see 4.4)*

Once that action is finished, he moves his marker on the Initiative Track forward according to how many Command Tokens he has just spent to take that action.

Players then check to see who is last on the Initiative Track. That player becomes the Active Player.

Note: It is possible for a player who is behind his opponents on the Initiative Track to take multiple actions before he passes the next-closest player.

After he passes another player, that person then becomes the Active Player.

Players may take one action or pass. Once a person passes, he may NOT take any more actions during the current turn.

Note: Players may pass for a number of different reasons. They could be out of Command Tokens or holding onto them for the next turn. Saving a few Command Tokens will offset a bad hand of Command Cards.

This process continues until all players have passed, at which point the turn is over.

After 5 turns, the round has been completed.

At the end of the round, players will have 2 Command Cards remaining in their hand. Players have the option to hold onto 1 of these cards for the following round and discard the other card or discard them both.

Review the victory conditions to see whether anyone has won.

The game ends after 3 rounds.

DIAGRAM 1-3
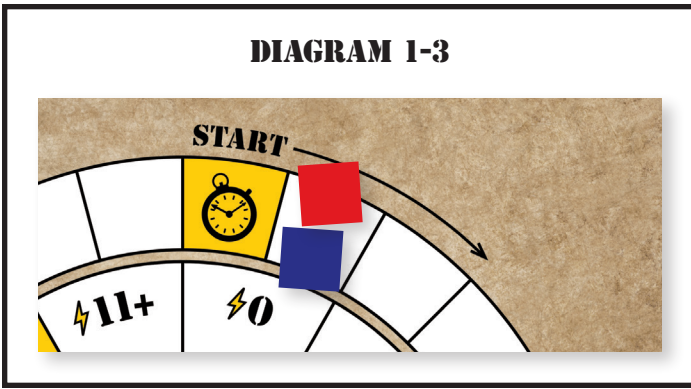
3.4 BREAKING INITIATIVE TIES

Ties are broken as follows:

- If all players are currently located on the same initiative track space *(see diagram 1-3)*, the player who played the lowest value command card becomes the Active Player.
- If there's still a tie, check the letter located in the upper right hand corner of the Command Cards. The player with the earliest letter in the alphabet will become the Active Player. A before B, B before C, etc...
- If there's still a tie, the youngest player becomes the Active Player.

3.5 END-OF-ROUND CHECKLIST

At the end of each round, complete the following steps:

- Players take a Victory Point token for each objective marker they hold.
- Check to see whether all victory conditions have been met. If they haven't, continue play.
- Players draw a new hand of Command Cards and begin the next round.
- If it's the end of the third round and none of the victory conditions have been met, the player with the most VP tokens is the winner.

Note: Typically, the player with the most VP tokens at the end of the game is the winner. Some scenarios may have different victory conditions.

If there is a tie, each player should add the values of their remaining Command Cards. The player with the highest number of unused resources is the winner.

4.0 ACTIONS

On a player's turn -- when he is the Active Player -- he can choose to take one of several actions.

- Construct Buildings
- Produce Units
- Move/Attack
- Pass

To take one action, a player first spends the required number of Command Tokens to do so.

When he is finished with that action, he moves his marker forward (clockwise) on the Initiative Track. He then checks to see whether he is still behind all other players on the track. If so, he can choose to take another action. He repeats this until he is no longer behind everyone else.

At that point, the last person on the Initiative Track becomes the Active Player.

If a player who finishes moving his piece forward on the Initiative Track finds he is on the same space as another player, the two players must break the tie to see who becomes the Active Player *(See 3.4)*.

4.1 CONSTRUCT BUILDINGS:

The Active Player may build as many buildings as he wants during this action. He pays Command Tokens equal to the total cost of all the buildings, and places the buildings onto the battleground.

Buildings may never be constructed on hexes containing enemy units or objective hexes.

It's impossible to construct buildings on certain types of terrain *(See 5.5)*.

After he constructs all of his buildings, the Active Player moves his marker forward (clockwise) on the Initiative Track a number of spaces equal to the Command Tokens he just spent.

4.1.1 POWER

All buildings -- with the exception of the Command Center and Pillbox -- require power to function. Players supply it by linking the buildings to Power Plants, thus creating a form of power grid.

Players start the game with a Command Center and a Power Plant. These buildings will be placed in adjacent hexes during game set up and form the initial power grid.

After a player has purchased his first building, he powers it by placing it adjacent to the Command Center or the Power Plant. He can power his second building by placing it adjacent to the Power Plant or to another powered building. In this way, players can form chains of powered buildings.

To be considered powered, a building must always be able to trace a connection to a Power Plant that passes through other powered buildings.

If a building in part of the chain loses power -- for example, if the player must shut it down to save energy or it is destroyed -- then buildings connected to the Power Plant through that building lose power *(see diagram 1-4)*.

The total amount of power that a player's buildings consume must not be larger than the total amount of power supplied by his Power Stations. If it is, the player will need to Adjust Power *(see 4.1.2)*.

Unpowered buildings can not produce units or use any of their abilities. They are considered dead buildings, but still block Line of Sight.

Note: Some buildings may be built 1 hex away from other powered buildings. These buildings are marked with a +1 hex icon (see 9.0).

4.1.2 ADJUST POWER

The Active Player may turn over a building tile to disconnect it from the power grid -- or power up a previously disconnected building during the Construct Buildings action.

Note: A player may be forced to disconnect one or more buildings as a result of combat (see diagram 1-4).

4.2 PRODUCE UNITS

The Active Player may produce as many units as he wants during this action. He pays Command Tokens equal to the total cost of all the units, and places the units on the buildings that produced them *(see diagram 1-5, page 10)*.

DIAGRAM 1-4

Blue's Barracks has taken 4 points of damage, so it has been destroyed. The building counter is removed from the battleground, which creates a power issue for Blue.

His Technology Center is no longer connected to the power grid, so it is unpowered. This building counter is turned over to indicate that it is unpowered and may not be used for the time being.

Note: The Guard Tower is still powered, due to it's special ability (see 9.0).

However, each space on the board can hold only a limted number of units *(see 5.4)* -- so buildings are limited in the number units they can produce on any one turn. The player must move those units into a new space before that building can produce more.

Buildings can produce only the units they specialize in. For example, Barracks can only produce Line, Light and Assault Infantry, the Helipad can only produce Assault, Attack and Transport Helicopters, and so on.

See 7.0 for a list of the buildings and the units they can produce.

After he produces all of his units, the Active Player moves his marker forward (clockwise) on the Initiative Track a number of spaces equal to the Command Tokens he just spent.

This completes his action.

DIAGRAM 1-5
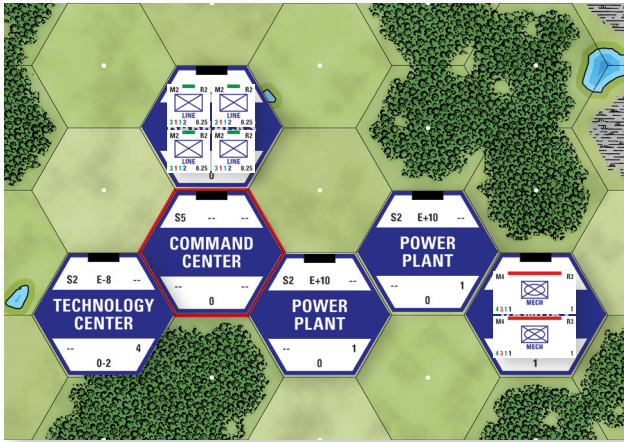
Blue is the Active Player, he chooses the Produce Units action and produces 4 Line Infantry units and 2 Mechanized (Mech) units.

Each Line Infantry unit costs 0.25 Command Tokens and each Mechanized (Mech) unit costs 1 Command Token to train, so he discards 3 Command Tokens total.

Line Infantry are trained at the Barracks, so they are deployed on top of the Barracks tile. Mechanized (Mech) units are produced at the Armory, so they are deployed on top of the Armory tile.

John moves his initiative marker forward 3 spaces on the initiative track to match the 3 Command Tokens he has just spent.
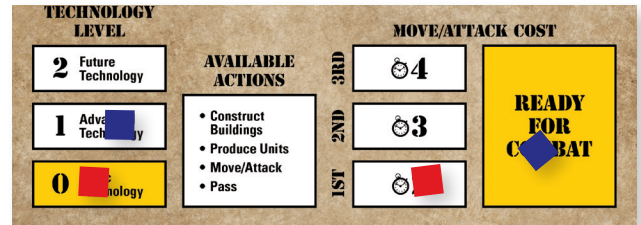
4.3 MOVE/ATTACK:

The first Move/Attack action the Active Player takes costs 2 Command Tokens. The cost of each additional Move/Attack action then escalates. The second move/attach action costs 3, and the third action costs 4 *(see diagram 1-6)*.

A player must pay Command Tokens, move his marker along the Initiative Track and adjust his marker on the Move/Attack track after every Move/Attack action.

During a Move/Attack action, the Active Player may move as many of his units as he wants. **He must move all of his units before they attack.** When he attacks, he can attack with all units and defensive buildings that are within range of the enemy, and can choose in which order they fire.

Note: It may be helpful to mark which units have attacked with a small marker.

DIAGRAM 1-6

Red has already used the Move/Attack action this turn, but he wants to press his advantage and attack again.

His second Move/Attack action will cost 3 Command Tokens, so he pays the cost, moves his initiative and move/attack markers and begins the action.

4.4 PASSING

A player may pass if he wishes to conserve Command Tokens or no longer has any to spend.

He may store any remaining Command Tokens he has for the following turn. But the total number of Command Points a player has available during a round -- including saved points and points earned from the next Command Card draw -- can't exceed 10.

5.0 MOVEMENT

5.1 GROUND MOVEMENT

A unit's Movement Value (M) shows the number of Movement Points it has. Moving into an adjacent hex costs 1 Movement Point, so a unit with 5 Movement Points can move 5 hexes. Units can continue to move as long as they have not used up their Movement Points.

Some terrain is difficult to navigate, and units that enter hexes with that terrain must stop movement for that turn. Some terrain is impassable to certain units, and they can not enter hexes that include that terrain *(See Terrain Modifiers, page 12)*.

Each unit must begin and end its movement before another unit may move.

DIAGRAM 1-7
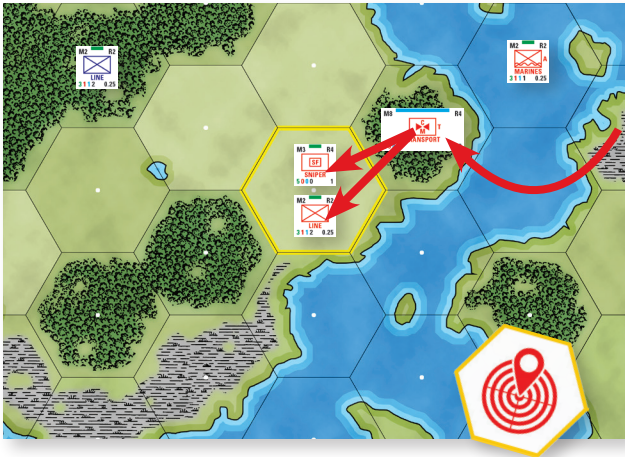
Red starts his move/attack action with a Sniper and a Line Infantry unit onboard a Transport Helicopter.

The Transport Helicopter is moved into position and ends its movement. Then the Sniper and Line Infantry units disembark into the Objective hex and end their movement as well.

Red has captured the Objective, so he claims the Objective Marker from the battground and places it in his play area.

5.1.1 EMBARKING

Ground units that enter transport vehicles or aircraft must end their movement in the same hex as the transport vehicle. They must not exceed stacking limits *(see 5.4)* in that hex.

Place the units on top of the transport vehicle to show they are onboard. Once onboard, only the transport vehicle counts against stacking limits.

For example: (2) Line Infantry complete their movement by entering a hex with a Transport Helicopter. To Embark, the player places both Line Infantry units on top of the Transport unit. If the Transport unit has not moved yet, it may transport the Line Infantry during its movement.

5.1.2 DISEMBARKING

Units getting out of transport vehicles or aircraft start their movement in the same hex as the transport vehicle. When they disembark, they must not exceed stacking limits in their hex *(see diagram 1-7)*.

DIAGRAM 1-8

Red's Line Infantry units have retreated into the forest hex next to the Objective. The forest terrain makes his Infantry units harder to destroy, but joining up with the Armor units (to the right) will be difficult.

He may not move through the hexes that Blue occupies with his units and/or buildings.

Disembarking units may make take a full move action. **Embarking and Disembarking do not cost any movement points**.

For example: (1) Transport Helicopter completes it's movement in a forest hex. The (1) Mechanized unit it was carrying may now disembark and begin it's movement.

5.2 AIR MOVEMENT

Air units -- Attack, Assault and Transport Helicopters -- also have Movement Points. Because they fly above the ground, they are not impeded by terrain.

Moving into an adjacent hex costs 1 Movement Point.

5.3 ZONE OF CONTROL (ZOC)

Buildings and units exert a zone of control. Players may never move through a hex with enemy buildings and/or units, but they may move through hexes with friendly buildings and/or units *(see diagram 1-8)*.

DIAGRAM 1-9
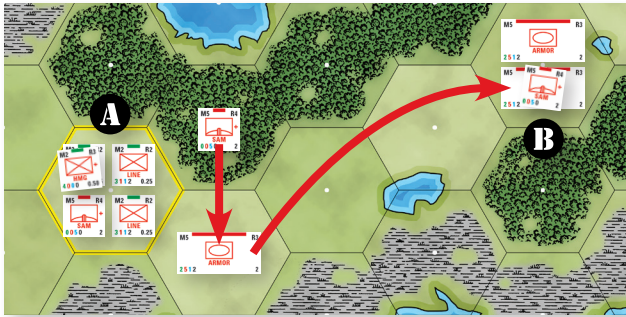
Group A consists of 4 small units, so the hex is full, in terms of stacking limits. The HMG unit attached to the the Line Infantry unit does not count against stacking limits and moves with that Line Infantry unit until it is unattached.

Group B consists of 2 large units, so the hex is full in terms of stacking limits. The SAM unit was moved into position, attached and then moved with the Armor unit. Like the HMG unit mentioned above, it does not count against stacking limits.

5.4 STACKING LIMITS

Each hex has a "stacking limit" of 4. That means that no more than 4 infantry units may occupy that space at one time.

Large units -- generally vehicles and aircraft -- are twice as big, and so count as 2 units for the purposes of stacking limits.
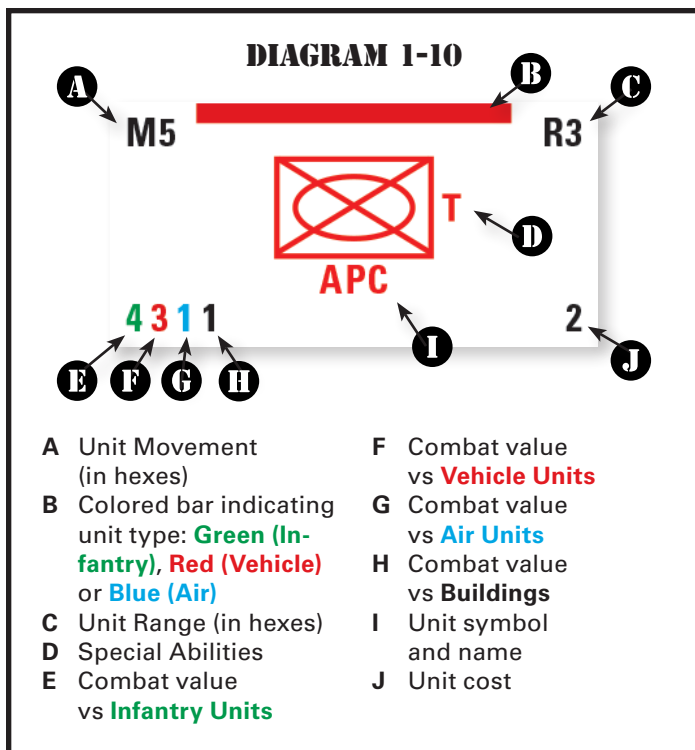
An attachment (HMG,SAM, ATGM, etc...) is considered the equivalent of 1 small unit for stacking purposes. But once attached to another unit, it does not count against stacking limits *(see diagram 1-9)*. Units carried by APV or Transport helicopters follow similar rules *(See 5.1.1)*.

Buildings do not count against stacking limits.

5.5 TERRAIN

The type of terrain in a hex is indicated by the image displayed under its center dot. Terrain affects units that enter it -- usually by impeding their movement, adding penalties or bonuses to their combat effectiveness, or blocking their line of sight to enemy units *(See 6.1)*.

Terrain shown in a hex that is not under the center dot is purely aesthetic.

Sometimes a hex contains two or more types of terrain, both of which are located under the center dot. That's typically at a point where two maps join.

In that case, check how the two types of terrain affect units. **Apply the harshest penalties listed to movement, combat and line of site**.

For example, a hex that's half swamp and half clear would use the swamp characteristics -- and stop all ground movement. A hex that's half swamp and half woods would use both; the swamp and forest would stop all ground movement, the forest would provide a defensive bonus for Infantry units, and the forest block line of sight for units trying to fire through that hex.

Buildings cover any terrain under them and should be treated as clear terrain for movement.

TERRAIN MODIFIERS

Terrain Type	Is it possible to build here?	Movement Modifiers	Combat Modifiers	Line of Sight (LOS) Modifiers
Clear	YES	None	None	None
Forest	YES	**Vehicles** must stop moving upon entering	-2 Attack dice when firing at **Infantry** units in this terrain	Blocked*
Swamp	YES	**Infantry** and **vehicles** must stop moving upon entering	None	None
Water	NO	Impassible**	None	None
Building (tile)	N/A	None	None	Blocked*

* Does not apply to air units　　　　*** Does not apply to amphibious or air units*

DIAGRAM 1-10

A Unit Movement (in hexes)
B Colored bar indicating unit type: **Green (Infantry)**, **Red (Vehicle)** or **Blue (Air)**
C Unit Range (in hexes)
D Special Abilities
E Combat value vs **Infantry Units**
F Combat value vs **Vehicle Units**
G Combat value vs **Air Units**
H Combat value vs **Buildings**
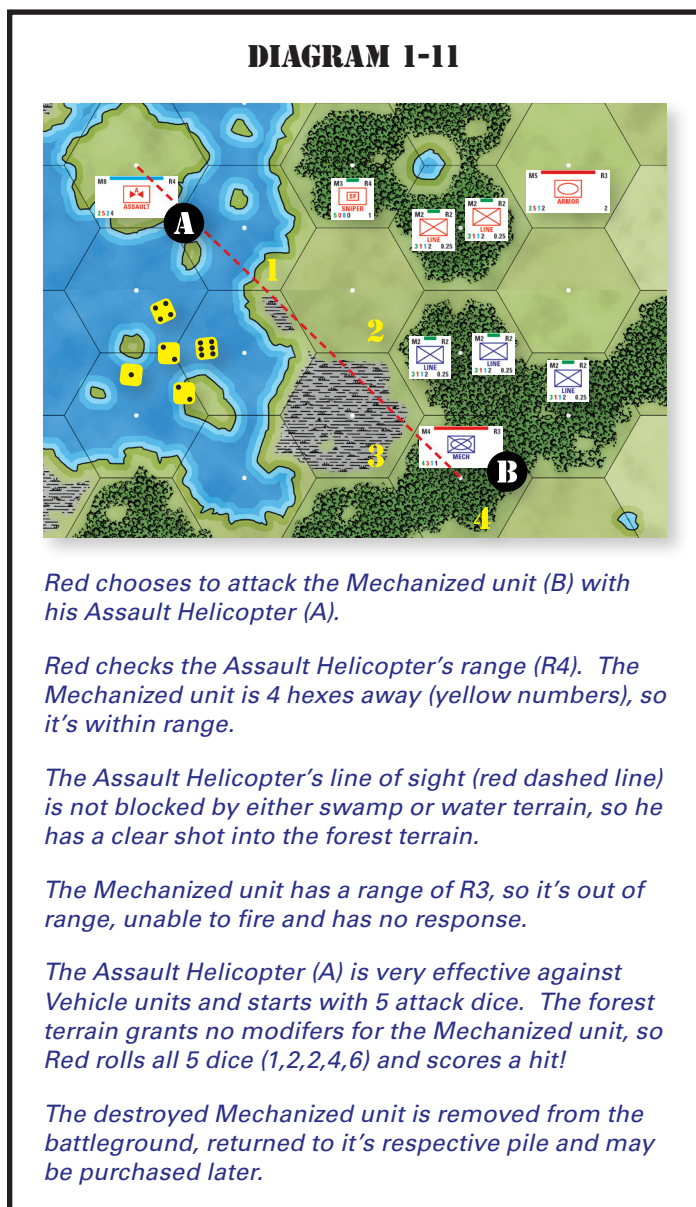**I** Unit symbol and name
J Unit cost

6.0 COMBAT

After the Active Player has moved all the units he wants to move, he may attack enemy units -- and is now considered the attacker.

Even if a unit did not move, it may still attack during this phase. **No more movement may occur after attacks have begun.**

Sequence of Combat *(see Diagram 1-11)*:

1. **Choose attacking units.** The attacker chooses which units to attack with (each unit may fire once per round of combat)

2. **Choose targets.** The attacker chooses which enemy unit or building will be the target.

3. **Check range.** The attacker checks how far the attacking unit can shoot. He does this by looking at the range on the counter of the attacking unit *(see diagram 1-10)*. If the defending unit is that number of hexes away or fewer, the attacker can fire on it.

4. **Check Line of Sight.** The Active Player checks whether his attacking unit can see the target unit *(See diagram 1-11, pg 14)*.

5. **Check terrain.** The Active Player checks to see whether the defender is in terrain that requires the attacker to decrease the

DIAGRAM 1-11

Red chooses to attack the Mechanized unit (B) with his Assault Helicopter (A).

Red checks the Assault Helicopter's range (R4). The Mechanized unit is 4 hexes away (yellow numbers), so it's within range.

The Assault Helicopter's line of sight (red dashed line) is not blocked by either swamp or water terrain, so he has a clear shot into the forest terrain.

The Mechanized unit has a range of R3, so it's out of range, unable to fire and has no response.

The Assault Helicopter (A) is very effective against Vehicle units and starts with 5 attack dice. The forest terrain grants no modifers for the Mechanized unit, so Red rolls all 5 dice (1,2,2,4,6) and scores a hit!

The destroyed Mechanized unit is removed from the battleground, returned to it's respective pile and may be purchased later.

number of dice he can roll in the attack *(see Terrain Modifiers, pg 12)*.

6. **Declare response.** The defender declares whether the targeted unit will return fire, provided it has the range and hasn't already fired back at another attacking unit that turn.

7. **Roll dice.** Both the attacker and defender look on their unit counters to see how many dice they can roll in combat *(see diagram 1-10)*. The number is listed under the color that corresponds to the type of unit they are firing at. Combat is simultaneous.

8. **Firing units score hits on a 5 or 6.**

9. **Damage is applied.** Units that receive one hit are destroyed. Buildings require several hits to be destroyed.

10. **Destroyed units and buildings go back to their respective piles and can be purchased again in later turns**.

6.1 LINE OF SIGHT (LOS):

To attack its target, a unit must be able to see it. That means it must have a clear "Line of Sight" (LOS) to the target.

To determine whether he has Line of Sight, a player draws an imaginary line from the white dot in the center of the attacking unit's hex to the white dot in the defending unit's hex. If that line runs through any forest or buildings, the attacker's line of sight is blocked, and so does not have a shot.

Units may fire through other units -- both friendly and enemy units.

Artillery and mortar units with the Indirect Attack ability *(see 9.0)* may fire over terrain that normally would block Line of Sight by coordinating its

attack with an Observer unit or another unit with the Scout ability *(see 9.0)*. If a unit with the Scout ability has a clear line of sight and is within range of an enemy target, units with the Indirect Attack ability may lob shells over any buildings or forest terrain at the targeted unit.

Air units are considered to be flying or hovering at high altitude, and may fire over terrain and structures that typically break line of sight.
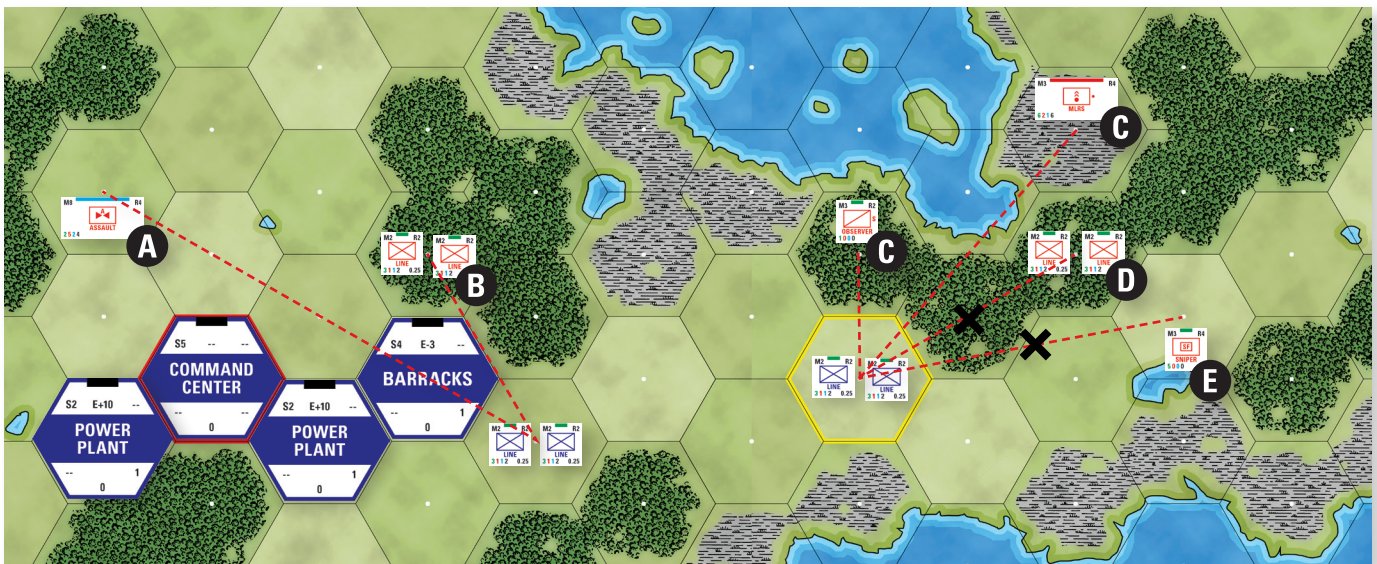
Only mountains break LOS for air units.

6.2 ATTACKING BUILDINGS

If an attacking unit scores at least one hit on a structure, its attack was successful and a single damage maker is placed on the building.

Once damage equals or exceeds the structure points of the building, it is destroyed.

The owner, however, can build it again later on.

DIAGRAM 1-12

(A) - The Assault Helicopter is an air unit and considered to be flying or hovering at high altitude. It fires over most terrain and all buildings, so it has a clear line of sight to the Line Infantry units.

(B) - These Line Infantry units trace a line of sight between the Barracks building and the forest hex, so they have a clear line of sight to the Line Infantry units.

(C) - The MLRS unit traces a line of sight through part of a forest hex. This terrain blocks line of sight, but the

Observer unit has the Scout ability (S) and can coordinate an Indirect Attack (•). Both units are within range, so the MLRS unit may fire on the Line Infantry units.

(D) - These Line Infantry units trace a line of sight directly through a forest hex. This terrain blocks line of sight, so they may not attack the Line Infantry units.

(E) - The Sniper unit traces a line of sight through part of a forest hex. This terrain blocks line of sight, so the Sniper may not attack the Line Infantry units.

7.0 BUILDINGS

Players begin with a Command Center and a Power Plant. They can construct additional buildings during the game.

7.1 TECHNOLOGY LEVELS

Each building has a Technology Level printed on it that reflects the sophistication of the units it can produce *(see diagram 1-13)*.

At the start of the game, players can construct only buildings with a Tech Level of 0. Once a player builds the Technology Center, he may construct buildings that have a Tech Level of I.

7.2 TECHNOLOGY LEVEL 0

(1) Barracks: Group of buildings used to train and house infantry units.

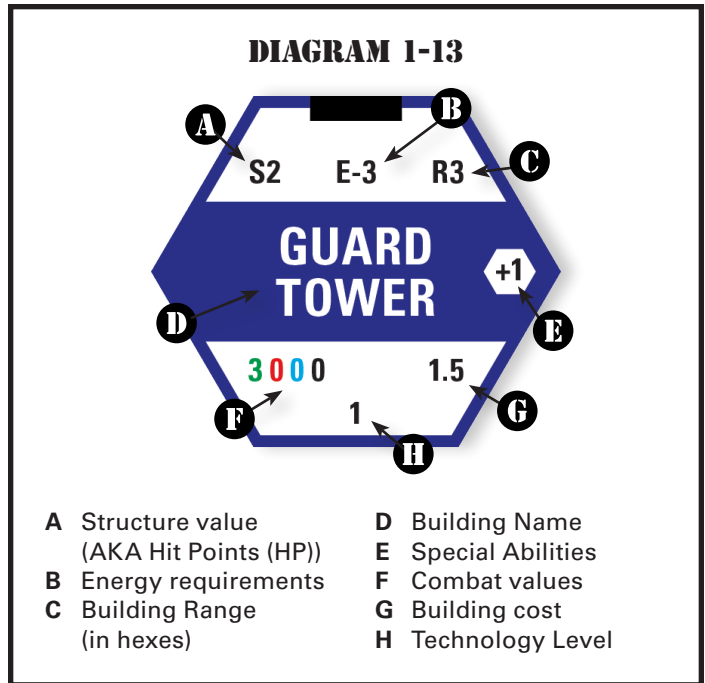***Produces:*** *Assault, Light and Line Infantry units*

(1) Command Center: Group of buildings used to command and control units on the battlefield, also includes a construction yard used for additional building construction.

Special Rules: *If a player's Command Center has been destroyed, they can no longer command or control their units and have lost the game.*
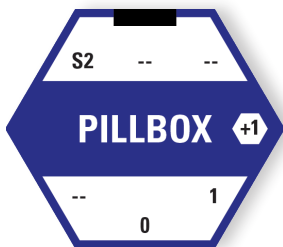
(2) Pillbox: Defensive structure that provides cover for Infantry units only.

Special Rules: *A Pillbox must be destroyed BEFORE any Infantry units on the building tile may be targeted.*

Special Abilities: *Extended Power Grid (+1)*

DIAGRAM 1-13

A	Structure value (AKA Hit Points (HP))	**D** Building Name
B	Energy requirements	**E** Special Abilities
C	Building Range (in hexes)	**F** Combat values
		G Building cost
		H Technology Level
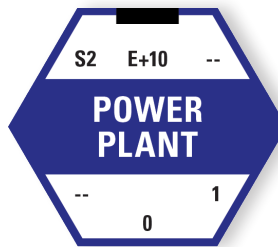
(3) Power Plant: Industrial facility used to generate electrical power and is part of a working power grid.

(1) Technology Center: Research facility used to develop new battlefield technologies.

Special Rules: *When a Technology Center is built it raises the players' Technology from Level 0 to Level 1. The player's Technology Level track should be adjusted accordingly.*

Access to Level 2 Technology can be gained by paying the Technology Center's building cost again and adjusting the Technology Level Track accordingly. The building itself is not replaced and does not require additional power.
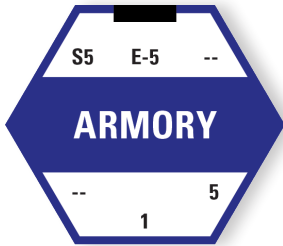
7.3 TECHNOLOGY LEVEL 1

S2	E-3	R3
AA GUN +1		
0 0 5 0		1.5
	1	
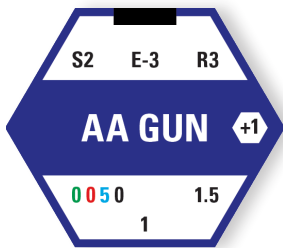
(2) AA Gun: Defensive structure used to target and destroy air units.

Special Rules: *AA Gun may fire during any Move/Attack action and may respond to fire similar to units.*

Special Abilities: *Extended Power Grid (+1)*

S5	E-5	--
ARMORY		
--		5
	1	

(1) Armory: Group of buildings and factories used to produce and store vehicle units.

S2	E-3	R3
GUARD TOWER +1		
3 0 0 0		1.5
	1	
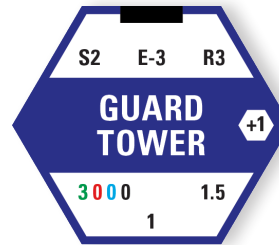
(2) Guard Tower: Defensive structure

Special Rules: *Guard Tower may fire during any Move/Attack action, may also respond to fire similar to units.*
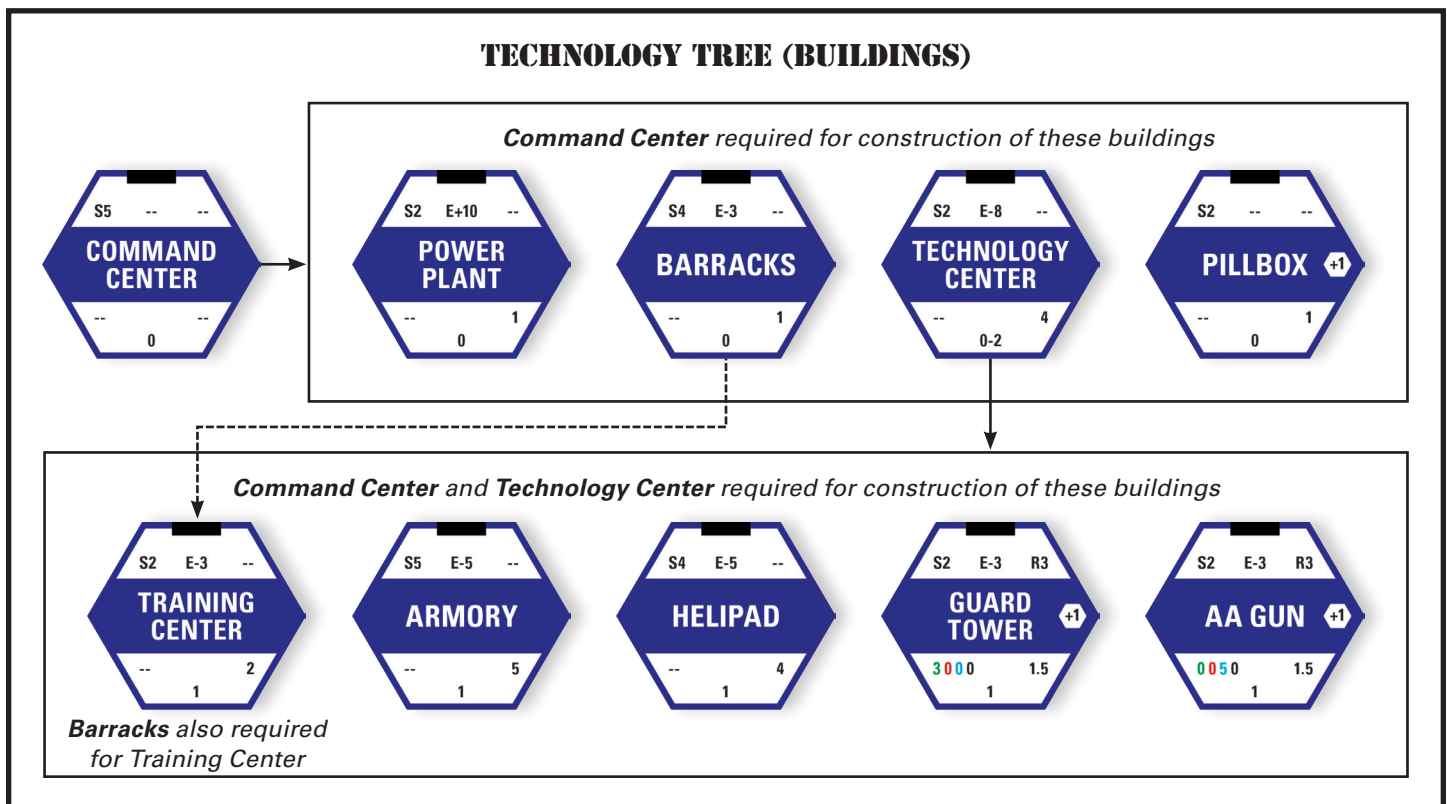
Special Abilities: *Extended Power Grid (+1)*

S4	E-5	--
HELIPAD		
--		4
	1	

(1) Helipad: Group of landing pads and buildings used to produce and store air units.

S2	E-3	--
TRAINING CENTER		
--		2
	1	

(1) Training Center: Group of buildings used to train and house specialized infantry units.

Special Rules: *To build a Training center, players must have a Barracks and a Technology Center in play.*

TECHNOLOGY TREE (BUILDINGS)

Command Center required for construction of these buildings

COMMAND CENTER	POWER PLANT	BARRACKS	TECHNOLOGY CENTER	PILLBOX
S5 / -- / --	S2 / E+10 / --	S4 / E-3 / --	S2 / E-8 / --	S2 / -- / -- (+1)
-- / --	-- / 1	-- / 1	-- / 4	-- / 1
0	0	0	0-2	0

Command Center and *Technology Center* required for construction of these buildings

TRAINING CENTER	ARMORY	HELIPAD	GUARD TOWER	AA GUN
S2 / E-3 / --	S5 / E-5 / --	S4 / E-5 / --	S2 / E-3 / R3 (+1)	S2 / E-3 / R3 (+1)
-- / 2	-- / 5	-- / 4	3 0 0 0 / 1.5	0 0 5 0 / 1.5
1	1	1	1	1

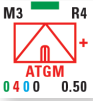***Barracks*** *also required for Training Center*

8.0 UNIT DESCRIPTIONS:

The units in Battleground: Hostile Intentions have been abstracted for simplicity and ease of play.

All units contain a wide assortment of support vehicles and specialized manpower, this has been reflected in the stats and cost of each unit.
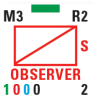
8.1 INFANTRY UNITS:

M3 R4
ATGM
0 4 0 0   0.50

(4) Anti-tank Guided Missile (ATGM): Infantry attachment armed with anti-tank guided missile systems, designed to target and destroy armored vehicles.

Produced at: *Training Center*

Special Abilities: *Attachment (+)*

M2 R3
ASSAULT
3 3 2 4   0.50

(4) Assault: Infantry unit that specializes in technical and tactical proficiency.

Produced at: *Barracks*

M3 R2
OBSERVER
1 0 0 0   2

(2) Forward Observer (OBSERVER): Infantry unit that specializes in battlefield intelligence and communication.

Produced at: *Training Center*

Special Abilities: *Scout (S)*

M2 R3
HMG
4 0 0 0   0.50

(2) Heavy Machine Gun (HMG): Infantry attachment armed with heavy machine guns.

Produced at: *Training Center*

Special Abilities: *Attachment (+)*

M3 R2
LIGHT
3 1 1 0   0.25

(4) Light: Infantry unit that specializes in harassing and delaying an enemy advancement. AKA Skirmishers.

Produced at: *Barracks*

M2 R2
LINE
3 1 1 2   0.25

(8) Line: Non-specialized infantry unit, provides general military support.

Produced at: *Barracks*

M2 R2
MARINES
3 1 1 1   0.25

(4) Marines: Infantry unit that specializes in military operations on land and sea.
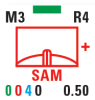
Produced at: *Training Center*

Special Abilities: *Amphibious (A)*

M3 R4
SF
SNIPER
5 0 0 0   1

(4) Sniper: Infantry unit that specializes in fieldcraft and marksmanship.

Produced at: *Training Center*

M3 R4
SOF
SPEC OPS
3 1 3 4   0.50

(4) Special Operations Forces (SPEC OPS): Infantry unit that specializes in unconventional tactics, techniques and employment.

Produced at: *Training Center*

M3 R4
SAM
0 0 4 0   0.50

(4) Surface-to-Air Missile (SAM): Infantry attachment armed with surface-to-air missile systems.

Produced at: *Training Center*

Special Abilities: *Attachment (+)*

8.2 VEHICLE UNITS

M5 R3
ARMOR
2 5 1 2   2

(8) Medium Armor (ARMOR): Armored vehicle unit that includes medium sized tracked tanks, specializes in front-line combat.

Produced at: *Armory*

M5 R3
APC
4 3 1 1   2

(4) Armored Personnel Carrier (APC): Armored vehicle unit that specializes in rapid infantry transport.

Produced at: *Armory*

Special Abilities: *Transport (T)*

M4 R3
MECH
4 3 1 1   1

(8) Mechanized (MECH): Armored vehicle unit that includes tracked infantry fighting vehicles (IFV) and mounted infantry, specializes in rapid tactical movement. AKA Motorized Infantry

Produced at: *Armory*

M3 ▬▬▬ **R4**

6 2 1 6 | MLRS | 1.5

(4) Multiple Launch Rocket System (MLRS): Armored vehicle unit that includes multiple unguided rocket launchers, specializes in direct and indirect rocket bombardment.
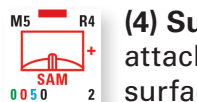
Produced at: *Armory*

Special Abilities: *Indirect Attack (•)*

M6 ▬▬▬ **R3**

3 3 2 0 | RECON | 2

(4) Recon: Armored vehicle unit that specializes in reconnaissance operations.

Produced at: *Armory*

Special Abilities: *Scout (S)*

M5 ▬ **R4**

0 0 5 0 | SAM | 2

(4) Surface-to-Air Missile (SAM): Vehicle attachment that includes short range surface-to-air missile launchers.

Produced at: *Armory*

Special Abilities: *Attachment (+)*

8.3 AIR UNITS

M8 ▬▬▬ **R4**

2 5 2 4 | ASSAULT | 3

(4) Assault Helicopter (ASSAULT): Air unit that includes assault helicopters, designed to target and destroy armored vehicles.

Produced at: *Helipad*

M8 ▬▬▬ **R4**

5 2 2 4 | ATTACK | 3

(4) Attack Helicopter (ATTACK): Air unit that includes attack helicopters, designed to target and destroy infantry units.
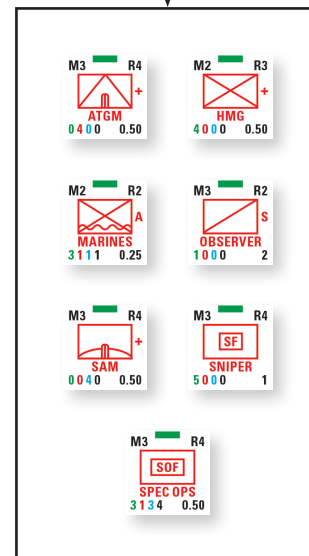
Produced at: *Helipad*
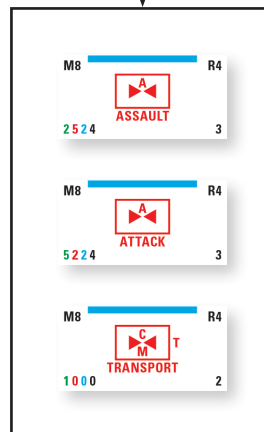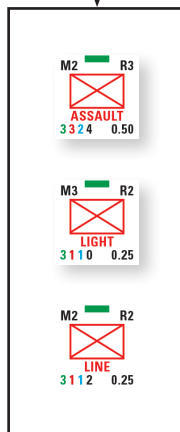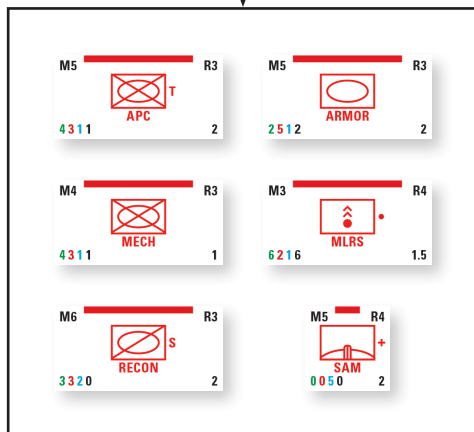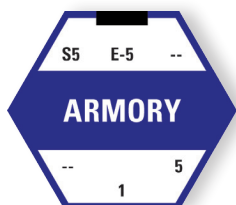
M8 ▬▬▬ **R4**

1 0 0 0 | TRANSPORT | 2

(4) Transport Helicopter (TRANSPORT): Air unit that includes medium and heavy lift helicopters, specializes in rapid infantry and vehicle transport.

Produced at: *Helipad*

Special Abilities: *Transport (T)*

TECHNOLOGY TREE (UNITS)

*Buildings can produce only the units they specialize in. For example, **Barracks** can only produce Assault, Light and Line Infantry, the **Helipad** can only produce Assault, Attack and Transport Helicopters, and so on.*

9.0 SPECIAL ABILITIES:

Amphibious (A): In addition to normal movement, this unit may freely move across water hexes and require no transport.

Attachment (+): This unit may be attached or unattached to another unit of the same type (infantry, vehicle and air) located in the same hex during movement.

Units with attachments use their original movement value, but a player may choose which combat stats to use in battle.

Units with attachments only count as one unit for stacking, combat, etc…

Extended Power Grid (+1): This building may be built one hex away from other buildings.

Indirect attack (•): Combined with the Scout ability (S), this unit may fire over terrain and obstacles that would typically break Line of Sight (LOS).

Scout (S): This unit may provide firing information for other units on the battlefield. Terrain and obstacles still break Line of Sight (LOS).

Transport (T): This unit may carry other units.

For movement, use the movement value of the transport vehicle, NOT the transported units.

10.0 SCENARIOS:

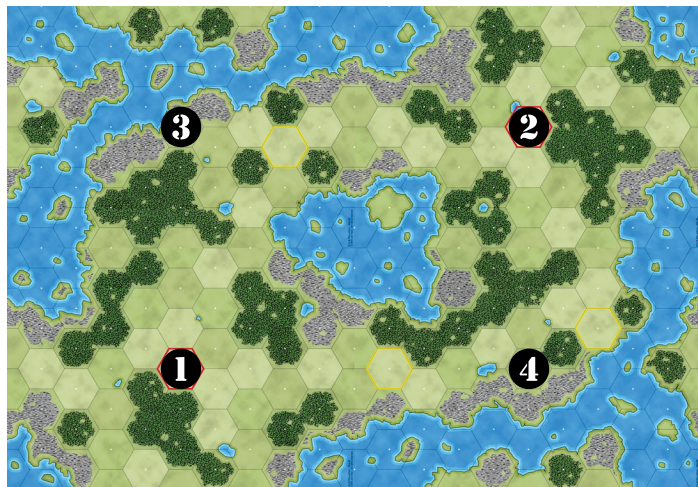## 10.1 GROUND WAR

Players: 2

Rounds: 3

Victory Conditions: Collect 5+ Victory Point tokens or destroy the enemy Command Center.

Time: 60-120 minutes

Quick Start Variant: No

Overview: Ground War is a great learning scenario that focuses on infantry deployment, movement and effective use of terrain.

Battleground: This battleground is balanced and grants no advantage to either player.
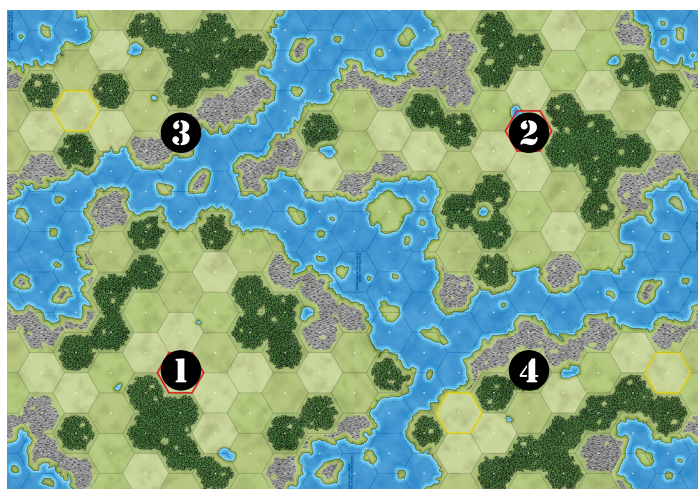

10.2 ISLAND HOPPING

Players: 2

Rounds: 3

Victory Conditions: Collect 5+ Victory Point tokens or destroy enemy Command Center.

Time: 60-120 minutes

Quick Start Variant: Yes

Description: Island Hopping focuses on air power, unit transport and effective use of terrain.

Battleground: The player starting on Map 1 (bottom left) will have a slight advantage.

Check www.joeveen.com for additional scenarios, map packs and expansions. Multiplayer rules coming soon!

11.0 BATTLE RECORD/NOTES