



[2.0] GENERAL COURSE OF PLAY

Awesome Little Green men is a game for two players, The Blue Army and the Green Army. On their turn, each player has four Actions. An Action consists of either 1) Movement, or 2) Combat. Players alternate turns until victory conditions are met.

[3.0] GAME EQUIPMENT

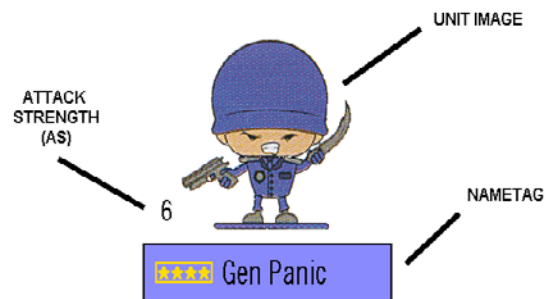
[3.1] THE GAME MAP

The map is 21 hexes x 21 hexes. There is a 1 hex wide river that cuts the map into two areas. The Blue Army sets up at the top and the Green Army sets up at the bottom.

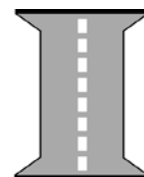
[3.2] THE UNITS

Each army has 51 units to choose from. Each unit has its own properties and strengths. Basically, the higher the rank of the Unit, the stronger it is. See Figure 1 for Unit properties.

[3.21] ARMY UNIT



[3.22] BRIDGE



Units must enter and exit bridges through either of the two wide ends of the bridge. They may not

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[1.0] INTRODUCTION

The original Awesome Little Green Men game uses a coin flicking mechanism to facilitate movement and combat. Since Vassal cannot accommodate this mechanism, I have created rules that are usable in the Vassal setting. I have also added a few things to add to the strategy and depth of the original game. Please feel free to modify these rules or use any 'House Rule' to enhance your experience with this game.

enter or exit a bridge through any of the other four sides.

Units may end movement on a bridge hex.

An army may occupy only one bridge at a time.

Bridges block Line of Sight.

If a targeted Unit is on a Bridge, subtract 1 Proficiency Die from the Attacker's roll. (A unit may always roll 1 Proficiency Die).

[3.23] FLAG



The Flag must be guarded at all costs by an army. If your Flag receives just one hit, you lose the game.

Flags block Line of Sight.

[3.24] OBSTACLES



Obstacles include Sandbags and Hedgehogs. Once placed, they may not be moved.

Obstacles block Line of Sight.

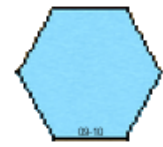
Obstacles may be targeted the same as Units. Sandbags have 8 Hit Points and Hedgehogs have 12. Obstacles are destroyed if their Hit Points are reduced to 0.

[3.25] TERRAIN

Terrain Types



Clear



Water

[3.3] DEFINITION OF TERMS

[3.31] ACTIONS

During a turn, each player gets 4 Actions. One player executes his actions first then the second player executes his actions.

An Action can either be Movement or Combat. A player may choose to move the same Unit four times during his turn, or he may choose one Unit to engage in Combat or any combination of the two.

[3.32] ATTACK STRENGTH (AS)

Attack Strength is printed on the Unit in the lower left corner. This number states how many Proficiency Dice are to be rolled for Movement or Combat. As a Unit takes damage, this number decreases.

[3.33] HIT POINTS (HP)

Hit Points measure how much damage a Unit can take before it is Captured and sent to the POW Camp.

[3.34] POWER POINTS (PP)

Power Points measure the relative strength of units. The higher a Unit's rank, the more Power Points it is worth. Power Points are used in Set-up.

[3.35] PROFICIENCY DICE

Proficiency Dice is a handicapping mechanism that simulates how well a player can 'flick' a coin. A Rookie is considered not to be able to control flicking the coin very well and has a lower percentage of successes possible per die rolled. A stronger player is considered to be a master

at flicking coins, so his success percentage is higher per die rolled.

[3.36] PROFICIENCY RANK

The four ranks of Proficiency are from weakest to highest, Rookie, Tenderfoot, Veteran, and Ace. Both sides can choose the same Proficiency Rank to create a balanced game.

[3.37] TARGET RETICLE

During combat, the Attacking Unit places a Target Reticle on his intended target.

[3.4] GAME CHARTS AND TABLES

Various charts and tables are provided. These include the Unit Stats Table, the Commander Proficiency Rank Table, the Unit Movement Chart, and the Line of Sight table. See [12.0] for Charts and Tables.

4.0 SEQUENCE OF PLAY

Players decide who goes first by any convenient method. The current player is referred to as the Attacker, the other player is the Defender. A player receives 4 Actions per turn. An Action consists of either Movement or Combat. After the current player is done, the other player becomes the Attacker and gets 4 Actions. Play continues this way until one of the victory conditions is met.

5.0 MOVEMENT

If a Movement Action is chosen, the Attacker chooses a Unit to move. He must state the desired number of hexes that Unit will move. Consult the Unit Movement Chart and find how many Proficiency Dice to roll for that Unit. For each die rolled, a star indicates that that unit may move 1 hex. eg. If a Unit rolls 4 stars on his roll, he may move up to 4 hexes.

A Unit may not move through any other Unit, including friendly Units. The moving unit must move around all Units, Obstacles, and Flags.

If more stars are rolled than the stated movement distance, the Unit may move up to 4 hexes.

If no stars appear on the Proficiency Dice, a Unit

may always move 1 hex.

6.0 ZONE OF CONTROL (ZOC)

There is no Zone of Control in this game. An opposing Unit does not have to stop when adjacent to an enemy unit.

7.0 STACKING

The maximum number of Units in a hex is 1. This is enforceable at all times. You may not move through a hex containing another Unit - friend or foe, Obstacle, Fog, or Water.

8.0 COMBAT

To engage in combat, check LOS from the Attacker to the Defender. If LOS is blocked, no combat can occur. Choose one of your Units. Press Ctrl-F to show the Fire Icon. Choose a hostile Unit to Fire upon. Press Ctrl-T to show the Target Reticle. The Attack Strength of the Attacker is the number of Proficiency Dice used to determine the number of hits on an enemy. For each star showing on the Attack roll, increase the number of hits on the Defender. Each hit will register as a band-aid on the Defender. If the Defender's HP is reduced to 0, that Unit is captured and moved to the POW Camp. Once captured, a Unit may not re-enter the game.

If all of the Units in an Army are captured, that side has lost and the game is over.

If Attacker and Defender are adjacent, add 1 to the Number of Proficiency Dice to roll, up to a maximum of 6

Maximum range for Combat for all units is 4 hexes.

9.0 LINE OF SIGHT (LOS)

Before Combat begins, Line of Sight to the target must be determined. Press the 'Toggle Nametag' button on the menu bar to suppress all of the Unit's nametags. Then press the LOS button on the menu bar and determine if LOS is blocked.

LOS is blocked if the Snap Line of the LOS tool crosses any part of the figure of a Unit, an Obstacle, a Flag or a Bridge.

LOS is not blocked if the Defending Unit is on a bridge. Subtract 1 Proficiency Die from the Attacker's roll. An Attacker may always roll 1 Die.

10.0 SET UP

Players decide on an Army strength based on Total Power Points. You can use 10, 25, 50, 100, or any amount that is agreed to by both sides.

Place your Flag inside the Red Box on your side of the Board. It must be in a complete hex, not one that has the box running through it.

Players then alternate placing one unit of their army on their half of the board with the following restrictions:

1. Only one unit per hex.
2. All units must be placed at least one hex away from any other unit, obstacle, flag, or bridge.
3. No unit may be closer than 4 hexes from the river.

Continue until all units have been placed.

11.0 VICTORY CONDITIONS

There are 2 ways to win. Either destroy all Units of the opposing Army or score one hit on the opposing army's flag.

12.0 CHARTS

COMMANDER PROFICIENCY RANK (PR)

PROFICIENCY RANK	Hit/Move Dice %	Dice Color	Sandbags	Hedgehogs
Ace	90%	Red	1	1
Veteran	80%	Yellow	2	2
Tenderfoot	70%	Green	3	3
Rookie	60%	Blue	4	4

Proficiency Dice is a handicapping mechanism that simulates how well a player can 'flick' a coin. A Rookie is considered not to be able to control flicking the coin and has a lower percentage of successes possible per die rolled. A stronger player is considered to be a master of flicking dice, so his success percentage is higher per die rolled.

This table also shows how many obstacles a player gets to place during setup. More obstacles for the weaker player. Fewer obstacles for the stronger player.

If both sides agree, you may use the 'Ace' Proficiency Rank for both sides.

Line of Sight (LOS)

Hex	Result
Water	Does not block LOS
Flag	Blocks LOS
Hedgehogs	Blocks LOS
Sandbags	Blocks LOS
Intervening Unit	Blocks LOS #1
Bridge	Blocks LOS #2

#1 - Blocks LOS to farther target Unit. Friendly units block LOS.
 #2 - If Target is on a bridge, subtract 1 from Attacker's AS.
 A unit may always roll 1 Proficiency Die when Attacking.

UNIT MOVEMENT CHART

UNIT RANK	DISTANCE			
	1	2	3	4
General	3	4	5	6
Major - Colonel	3	4	4	5
Lt - Captain	3	4	4	5
Sgt - Sgt Major	3	3	4	4
Private - Corporal	2	2	3	4

Players must indicate movement distance before rolling Proficiency Dice.

Numbers indicate how many Proficiency Dice to roll based on moving Unit Rank and Distance. Number of Successes rolled is how far the Unit can move up to the intended distance.

Any Unit can always move 1 hex.

UNIT STATS

Unit Rank	Number	Hit Points (HP)	Attack Strength (AS)	Power Points (PP)
General	2	16, 8, 4, 2, 1	6, 5, 4, 3, 2	8
Major – Colonel	5, 5	8, 4, 2, 1	4, 3, 2, 1	4
Lieutenant – Captain	4, 3	6, 3, 1	3, 2, 1	3
Sergeant – Sergeant Major	6, 6	4, 2, 1	2, 1, 1	2
Private – Corporal	10, 10	1, 1	1, 1	1
Sandbags	4	8	0	0
Hedgehogs	4	12	0	0

Number - Total units of this rank in an army.

HP - How many hits a unit can take before becoming captured.

AS - How many Proficiency Dice a unit rolls when attacking or moving.

PP - Used to determine relative strength of units.

13.0 Hot Keys

F1 - Board
 F2 - Pieces
 F3 - Dice
 F4 - Green Army
 F5 - Blue Army
 F6 - POW Camp

Ctrl] - Inc Hits	Units and Obstacles
Ctrl [- Dec Hits	Units and Obstacles
Alt] - Rotate CW	Sandbags only
Alt [- Rotage CCW	Sandbags only
Ctrl A - Play March Sound	
Ctrl C - Clone	Obstacles only
Ctrl D - Delete/Destroy	Delete Units / Destroy Obstacles
Ctrl F - Fire	
Ctrl H - Reset Hits	
Ctrl M - Move	
Ctrl N - Toggle Nametag	Global Action from Toolbar
Ctrl F - Clear Fired Markers	Global Action from Toolbar
Ctrl M - Clear Moved Markers	Global Action from Toolbar
Ctrl P - POW Camp	Send unit to POW Camp
Ctrl R - Toggle Range	
Ctrl T - Set as Target	