Module Notes
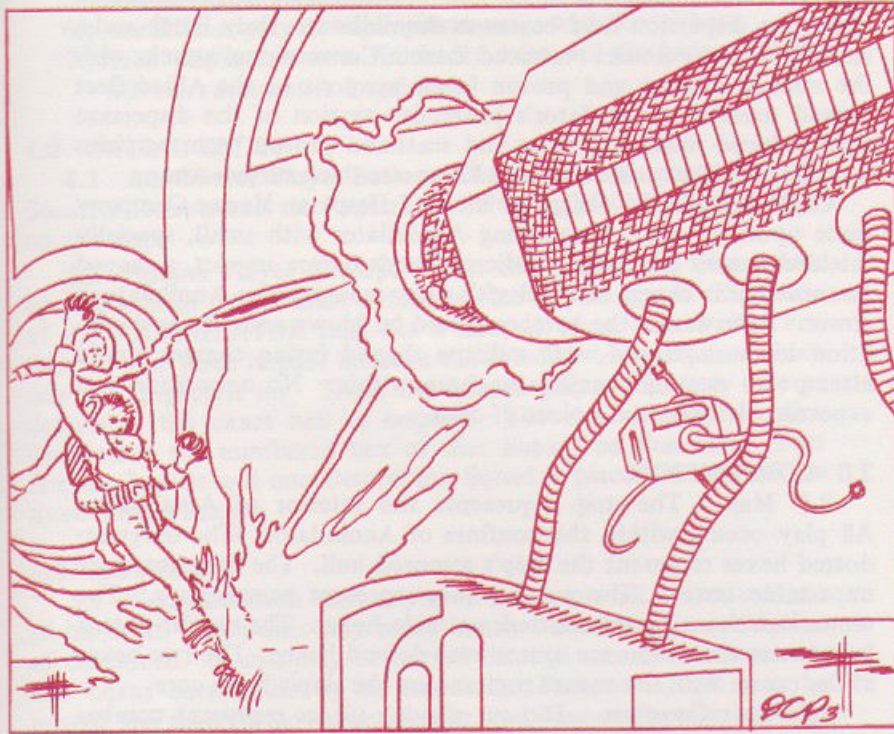
The Module

Combat units
All combat units can be flipped (CRTL F) to Disrupted.

Human units
All human units (Assault Squads, Demolition Squads) have a count to indicate how many Nuclear Demolition Charges they are carrying. As charges are deployed this count can be decremented (CTRL X). If an Assault Squad acquires extra charges from a dead Demolition Squad, it becomes a Demolition Squad – replace the counter. Just keep keep pressing CTRL X (Set Charge count) to get to the correct number of charges for the new Demolition Squad.

Demolition Squads
Demolition Squads can be flipped from Disrupted to DEAD. This marks their location on the map and shows how many demolition charges they were carrying when they were killed.

Nuclear Demolition Charges
Nuclear Demolition Charges have a flag on them (A, B, C, D) to indicate the pattern set for the charge. Charges deployed by Assault Squads must always be pattern A. Use CTRL X (Set Pattern Type) to select the pattern type. There is also a flag to indicate the direction of the charge (N, NE, E, SE, S, SW, W, NW). Use CTRL Y (Set Pattern Direction) to select the pattern direction.

The Rules have this:
> **8.1** … The human player must announce which of the four patterns (see Demo Chart) that each charge is in and also which direction the charge is in.

So the Annihilator player is meant to know the pattern and direction set for the charge.

NOTE
White hexes on the map are not clear hexes; these hexes are Obstructed Passable. Clear hexes are hexes which have been cleared by demolition charge and are flagged with a CLEAR counter. Movement in a clear hex is the same as in a passageway. Movement in an Obstructed Passable hex is half that in a clear or passageway hex.

4.2 Human Player Set-up. …Then, the human player rolls two dice to determine the exact hex of impact. The sum of the two dice determines the numbered hex of that impact on that side.
> A 2D6 dice button is provided for this roll. When the button is clicked the numbers rolled for the 2 dice are displayed on the button and in the chat window. A total for the roll is also displayed in the chat window, eg:
> *** 2D6 = [5] [3] Total: [8] *** <minsa>

Appendix A – Board Game Geek

https://boardgamegeek.com/boardgame/5203/annihilator-oneworld