<u>TINY TERRORS AND TITCHY TROOPS</u>
Nano-scale Science Fantasy

## 1. PLAYING SEQUENCE
1. Groups formed (must have a type A or C to lead)
2. Slow troops plan their shots OR moves
3. Medium troops plan their shots OR moves
4. Fast troops plan their shots OR moves
5. Fast troops execute their shots OR moves
6. Medium troops execute their shots OR moves
7. Slow troops execute their shots OR moves
8. Break checks for Crumbly, Bog-standard and Awesome troops
9. Groups disbanded

## 2. ELEMENT TYPES
1. Commander, HQ unit (A = Architect) Not very good at fighting.
2. Troopers, Soldiers (B = Bumpkins) Standard troops on foot, horse or bike.
3. Warrior, Hero (C = Commando) Elite fighting troops used to spearhead attacks.
4. Guns, bunkers, machines (D = Demolitions) Slow or immobile heavy weapons.
5. Vehicles, creatures and monsters (E = Elephants) Tanks and tank-sized monsters.
6. Aircraft, spaceships (F = Fighters) Flying vehicles which can easily enter and leave the battle
7. Titans, Gods, super-monsters (G = Giants) the largest and most powerful walking objects
8. Massive swarms (H = Hosts) smaller than man-sized creatures and biological weapons

## 3. GROUPS
1. Groups are formed under an A or C element. Maximum one A-type. Any A must be leader..
2. Elements must be within their leader's 6" radius.
3. Groups move or shoot as if every element had the speed of the slowest element in the group.
4. But each element moves at their own speeds
5. Every group must either move (up to full speed, half in difficult terrain to a minimum of 1"), OR
6. Shoot by using its Arming value
7. Flyers move with the group but are not affected by terrain.

## 4. SHIELDS
1. Some group leaders (A) and heavy weapons (D) can shield themselves
2. Shielding is moving directly behind another non-H base– the hidden element cannot be targeted
3. Type A's cannot fight then themselves, but type D's can still fight.

Arming is the number of dice a unit rolls against enemy people, needing a 5 or 6 to kill, unless that enemy is in negative cover (streams, no-mans land etc.) which means a 4, 5 or 6... or if they are in positive cover (bunkers, trench lines, fortifications etc.) which means a 6 is needed. Arming is rolled against people, Destroyer is rolled against Vehicles. Note that some element types can be people or vehicles

Hosts and Giants do not need to act in a group, and cannot ever be part of a group or lead a group. You can only have as many groups as you do leaders. Leaders cannot join groups led by another leader.

Your elements are not limited to targeting an enemy group, every element shoots freely at whatever it wants, the limitation of groups is that you cannot mix moving and firing in a group.
Shooting is then conducted in order of speed starting with fastest (e.g. 4" before 2")

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| Speed/Range | Type | Quality | Arming | Destroyer | Notes |
|---|---|---|---|---|---|
| Speed and range values depend on faction, species or nation | Architect | **Awesome** | 1 | 0 | Can be referred to as "AA" |
| | Architect | Bog-standard | 1 | 0 | Can be referred to as "AB" |
| | Architect | *Crumbly* | 0 | 0 | Can be referred to as "AC" |
| | Bumpkins | **Awesome** | 2 | 1 | Can be referred to as "BA" |
| | Bumpkins | Bog-standard | 2 | 0 | Can be referred to as "BB" |
| | Bumpkins | *Crumbly* | 1 | 0 | Can be referred to as "BC" |
| | Commando | **Awesome** | 2 | 2 | Can be referred to as "CA" |
| | Commando | Bog-standard | 2 | 1 | Can be referred to as "CB" |
| | Commando | *Crumbly* | 1 | 0 | Can be referred to as "CC" |
| | Demolitions | **Awesome** | 1 | 4 | Can be referred to as "DA" |
| | Demolitions | Bog-standard | 1 | 3 | Can be referred to as "DB" |
| | Demolitions | *Crumbly* | 0 | 2 | Can be referred to as "DC" |
| | Elephants | **Awesome** | 3 | 3 | Can be referred to as "EA" |
| | Elephants | Bog-standard | 2 | 2 | Can be referred to as "EB" |
| | Elephants | *Crumbly* | 1 | 1 | Can be referred to as "EC" |
| | Fighters | **Awesome** | 3 | 3 | Can be referred to as "FA" |
| | Fighters | Bog-standard | 2 | 2 | Can be referred to as "FB" |
| | Fighters | *Crumbly* | 1 | 1 | Can be referred to as "FC" |
| | Giant | **Awesome** | 4 | 4 | Can be referred to as "GA" |
| | Giant | Bog-standard | 4 | 3 | Can be referred to as "GB" |
| | Giant | *Crumbly* | 4 | 2 | Can be referred to as "GC" |
| | Hosts | **Awesome** | 4 | 1 | Can be referred to as "HA" |
| | Hosts | Bog-standard | 3 | 1 | Can be referred to as "HB" |
| | Hosts | *Crumbly* | 2 | 0 | Can be referred to as "HC" |

| Speed/Range | Type | Quality | Arming | Destroyer | Notes |
|---|---|---|---|---|---|
| 6"/6" | Bumpkins | **Awesome** | 2 | 1 | Space Marines |
| 3"/24" | Demolitions | Bog-standard | 1 | 3 | Imperial Artillery |
| 12"/6" | Elephants | *Crumbly* | 1 | 1 | Tao Transports |
| 12"/6" | Commando | **Awesome** | 2 | 2 | Tao Battle Suits |
| 3"/12" | Giant | Bog-standard | 4 | 3 | Scout Titan |
| 3"/12" | Elephants | Bog-standard | 2 | 2 | AT-AT's |