











## Unit Overview

Unit	Bonus	Malus	Speed	Special
Lvl1	0	0	6	Jump
Lvl2	Lvl3	Lvl5	5	Enh. vision
Lvl3	Lvl4	Lvl2	4	Fly
Lvl4	Lvl5	Lvl3	3	Teleport
Lvl5	Lvl2	Lvl4	2	Energy Storm
Lvl6	0	0	1	Healing Aura

## To hit table

	Lvl2	Lvl3	Lvl4	Lvl5
Lvl2	3	2	4	5
Lvl3	5	3	2	4
Lvl4	4	5	3	2
Lvl5	2	4	5	3

## Terrain types

	Farmland, Grassland Nothing special
	Light tree formations speed-1, must not shoot into or through except from adjacent hex
	Heavy tree formations speed -2, must not shoot into or through except from adjacent hex
	Hills Finishes movement. Range+1
	Mountain Finishes movement. Range+2. Cover+1 Volcano deals 1 damage to unit in hex at the end as well as the beginning of a turn.
	Mountains Impassable terrain. Units finishing their movement in mountains get lost.
	Marsh, Deep Swamp Halves movement (round up). Unit finishing movement in deep swamp drowns
	Desert, Badlands 1 damage for every move through desert hex, 2 damage for badlands.
	Mixed Hexes Apply rules for each single terrain here
	Fortress, Powerplant, Teleporter