

Yet across the gulf of space, minds that are to our minds as ours are to those of the beasts that perish, intellects vast and cool and unsympathetic, regarded this earth with envious eyes, and slowly and surely drew their plans against us. And early in the twentieth century came the great disillusionment.

The War of the Worlds – Herbert Georges Wells

FOREWORD

The War of the Worlds is a solitaire strategy board game that has you relive the story told by H. G. Wells in his famous novel. You will command the desperate human forces as you attempt to defend Earth from the Martian invasion of 1894.

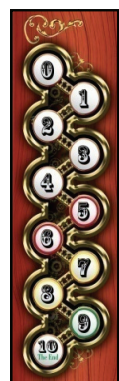
COMPONENT OVERVIEW

Your copy of *The War of the Worlds* contains the following:

A STRATEGIC MAP



The War of the Worlds is played on a strategic map depicting England at the end of the XIXth century. This map is divided into named Zones.



A track is printed on the left of the map as a reminder of your Production points, Human Germ points, and Martian Colonization points.



There are a total of 5 medallions (circles) showing the Tripods within each of the 5 possible Waves on the Strategic Map. You will place the Tripods corresponding to the Wave number of the counter in these circles.

LAND BATTLE BOARD

You will use the Land Battle Board to resolve tactical battles.



COUNTERS

ARMY UNITS



The British army

includes the following Units: Infantry, Cavalry, Field Guns, and Siege Guns.

MARTIAN UNITS



You will battle several waves of Tripods. Each wave is depicted by a counter. The front side represents a Cylinder, the back side shows Tripods.

The Wave counter on its Tripod side moves on the Strategic Map. Each Wave counter enters the game representing 4 Tripods. Waves cannot have two Tripods of the same color.

MARTIAN TRIPOD COUNTERS



Tripods are depicted with a double sided counter, with a Tripod on the front and a Damaged Tripod on the back. Tripods are placed in one of the five medallions according to the Wave it is associated with. During the Battle Phase, if any Battles are taking place, take the Tripods in the medallion that matches the Wave number on the map and place them on the Land Battle board. After the Battle is resolved, place the surviving Tripods back in their medallion. Tripod counters are never placed on the strategic map.

Production Counters



Production counters are used to keep track of a Zone's Workforce. The current Workforce value of the Zone is printed in the upper right of the counter. Each non Destroyed Zone provides a certain amount of Production Points, indicated by the number of gears in the middle of the counter.

Use the Production counter with Blue gears for London.

The gained Production Points are spent to purchase Units or Battle plans.

Production Point Counters



Use these counters to record the number of Production points you have to spend.

Destroyed and Red Weed Counters



Use these counters to mark Zones that have been Destroyed by the Tripods, or converted by the Martians into Red Weed.

Battle Location Counter



You will use the Battle Location Counter to mark the Zone in which a battle takes place.

Battle Plan Counters



Battle Plans help you in battle by giving your forces advantages. Battle Plans may be purchased at the start of the battle and are discarded at the end of the battle, whether they were used or not.

Clock Counter



Use the Clock counter as a reminder of the phase you currently perform.

BATTLE CARDS



The Battle Cards are used during battle to dictate Tripod actions.

EVENT CARDS



Event cards are drawn during the Event phase.

PLAYER AID SHEET

The Player Aid Sheet has information about the Sequence of Play and the way to resolve battles.

CUSTOM DICE

When asked to roll a die, roll one of these custom dice. There are 3 colors: Green, Yellow, and Red. Green appears 3 times, Yellow twice, and Red once.

SET-UP

Place the Strategic Map down on the table.

Separate the cards into 2 decks: Event and Land Battle.

Place the Clock counter in the square next to the Production Phase.

Place the x1 and x10 Production Point counters on the "0" space on the left side of the map.

Place the Germs and Colonization counters in the "0" space on the left side of the map.

Place the Human Victory points and Martian Victory points counters in the "0" space on the left side of the map.

Place the Production counters in each Zone, according to the initial value indicated in the square matching the Zone. The London Zone receives the blue Production counters.

Example: For the Leicester Zone, place a Production counter with Green Gears, so the number 6 is in the top right corner. Likewise, for Scotland place a Yellow Gear Production counter with a 4 in the top right corner.

Place the Clock counter in the box "Production Phase" of the Sequence of Play track.

Place a Green Handling Machine in Scotland.

Place a Yellow Handling Machine in Wales.

Place a Red Handling Machine in Bristol.

Roll on the Player Aid Sheet's "Cylinder Placement" chart to determine the Zone in which the 1st Wave lands. Place the Wave #1 counter in the indicated Zone, Tripod side up. Then, randomly draw 4 Tripods of different colors and place them in the #1 Medallion.

Reference the Player Aid Sheet to determine any extra starting Production points you receive based on the Zone. Scotland = no extra Production points. Wales = 5 extra Production points. Bristol = 10 extra Production points.

Place a Destroyed counter in the Zone and remove its Production counter.

Roll again on the Cylinder Placement chart to determine the where a Cylinder starts. Place a Cylinder counter in Scotland, Wales, or Bristol.

The game is ready to be played. The sequence of play indicates the phases to perform, in this order.

Note: The above Set-Up rules are for the core game. Each Scenario has its own unique Set-Up rules to enhance game play.



VICTORY

A victory for either side may happen at any time during the game when any one of the following conditions are met.

- If there are no Wave or Cylinder counters on the Strategic map – You Win!
- First, check to see if the Human Germ counter is in the “10” space on the track – You Win!
- Then, if the Martian Colonization counter is in the “10” space on the track – You Lose!
- If London is Destroyed – You Lose!
- If the Martians assemble all 4 pieces of the Flying Machine – You Lose!

Victory, Germ, and Colonization Points

You earn Human Victory points by performing various actions, such as destroying Tripods and evacuating Refugees.

The Martians earn Martian Victory points by devastating the landscape and scooping up Refugees.

Use the Human Victory point counters and Martian Victory point counters to record the points earned.

When you earn 10 Human Victory points, move the counter back to the 0 space, and advance your Human Germs counter by 1 space on the map’s track.

When the Martians earn 10 Martian Victory points, move the counter back to the 0 space, and advance their Martian Colonization counter by 1 space on the map’s track.

Victory can be achieved once the Germ or Colonization counter is at 7 or higher on the track.

At the end of a turn, if the Germs counter is in the 7 space, roll a die. If you roll a Red result, you win. Then, check for Martian victory. If the Colonization counter is in the 7 space, roll a die. If you roll a Red result, you lose.

At the end of a turn, if the Germs counter is in the 8 space, roll a die. If you roll a Yellow result, you win. Then, check for Martian victory. If the Colonization counter is in the 8 space, roll a die. If you roll a Yellow result, you lose.

At the end of a turn, if the Germs counter is in the 9 space, roll a die. If you roll a Green result, you win. Then, check for Martian victory. If the Colonization counter is in the 9 space, roll a die. If you roll a Green result, you lose.

SEQUENCE OF PLAY

The War of the Worlds is played until you or the Martians win. A game turn is divided into eight phases that are repeated until one of the Victory conditions is met.

PRODUCTION PHASE

Place the Clock counter in the Production Phase.

Overview: During the Production phase, you receive Production Points that you may spend to purchase Units.

The number of gears inside each Production counter indicates the number of Production Points you gain.

Example : A Zone with a Production counter with 2 Green Gears gives you 2 Production Points.



Add up the number of gears on the map to determine the number of Production points you gain this Production phase. Add these new points to any points you might already have.

After gathering your Production points, you may now spend them to buy new Units. The cost of each Unit is indicated on the back of the counter as well as on the Player Aid Sheet.

Infantry	10 Production Points
Cavalry	10 Production Points
Field Gun	15 Production Points
Siege Gun	25 Production Points
Random Harbor	5 Production Points
Chosen Harbor	15 Production Points

Infantry, Cavalry, Siege Guns, and Field Guns can only be placed in a Zone with a Factory symbol. You may place Units in a Zone, even if it has a Martian Wave or Handling Machine present. You cannot place Human units in a Zone if this Zone is Destroyed or Red Weeded.

You can only place Harbor counters in the indicated Harbor squares on the map.

DEVASTATION PHASE

Advance the Clock counter to the Devastation Phase.

Martians' Attack

Perform Tripod Devastation Attacks for each Wave. Reference the Player Aid Sheet's Tripod Devastation section, and roll a die for each Wave.

The Player Aid section shows the result of the Wave's Attack. The Tripods in the Wave will either use their Heat Rays, Black Smoke, or cause Panic.

Heat Ray: For each Tripod (Undamaged or Damaged) in the Wave: Reduce the Zone's Workforce by 1 and place a "Refugee 1" counter in the Zone.

Black Smoke: For each Tripod (Undamaged or Damaged) in the Wave: Reduce the Zone's Workforce by 2.

Panic: For each Tripod (Undamaged or Damaged) in the Wave: Place a "Refugee 2" counter in the Zone.

Production Loss



To indicate that the Zone has taken a Population loss, rotate and/or flip the Production counter of this Zone.



If the counter reaches 0, remove the Production counter and put a Destroyed Counter on the Zone.

BATTLE PHASE

Advance the Clock counter to the Battle Phase.

A battle occurs when a Wave is in the same Zone as a Siege Gun or Field Gun.



Place the Battle Location counter in the Zone where the Battle is taking place.

Waves are not mixed together during the Battles. If there are several Waves in a Zone, resolve the battle for one Wave, then resolve the battle for the next Wave.

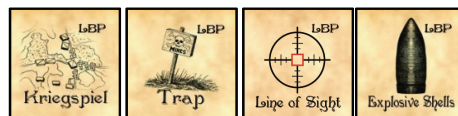
Buying Battle Plans

As the Human player, you may spend Production Points to buy Battle Plan counters. Purchase Battle plans before drawing a card for Initiative.

Pay 5 Production points to randomly draw each Battle Plan counter.

Pay 10 Production points to choose each Battle Plan counter. The counter mix does limit the Battle Plans present for each battle.

These counters are discarded when used and are automatically removed at the end of the battle. They may be bought later again. Discard them when you use their effects.



Each Battle Plan may be used any time during the Battle, at Human player's discretion. Each Battle Plan may be used only once. Battle Plans have the following effects:

Kriegspiel: When a Battle card is drawn, draw a 2nd card, and choose the one you want to apply to the Tripods.

Trap: Roll a die, if you get a Green, flip up to 2 Tripods to their Damaged side.

Line of Sight: Re-roll any die.

Explosive Shell: After a Gun attack flips a Tripod to their Damaged side, Destroy the Tripod.

Surprise Shot: Place on a Gun. The first time the Gun fires, roll 1 extra die.

Terrain: Every Gun may fire 2 times during this round.

Initiative



To determine the Initiative, draw a Battle card, there will be an H or an M in the upper left corner.

“M” means the Martian have the Initiative.

“H” means the Humans have the Initiative.

The side with the Initiative sets up their Units after the opponent sets up their Units.

Move all Human Unit counters and Earthworks counters from the Zone and the Tripods from the matching medallion and place them on the Tactical Display.

Battle Set-Up

Human Set-Up

Place each Field Gun or Siege in any hex with a Green border. Each Hex may contain only 1 Gun.

Place the Earthworks counters next to Guns to indicate which Gun they are Concealing. Each Gun automatically starts with 1 Earthworks counter for free. In addition, place any Earthworks counters constructed by Infantry with their Guns.

Place any Infantry or Cavalry in one or several hexes blue Hexes at the bottom of the battle map. There is no limit to the number of Infantry/Cavalry placed in each Hex.

Roll a die for each Cavalry Unit present in the battle and reference the Player Aid Sheet to determine its Scouting result.

Red: No effect.

Yellow: Gain a chosen Battle Plan, and remove the Cavalry.

Green: Gain 1 random Battle Plan.

Martian Set-Up

Draw a Battle card and place the Tripods in the hex with the matching letter (from A to E) according to its color.

Example: I drew Battle card B1. There is a Green, Yellow, and Red Tripod in this Battle. I place the Green Tripod in hex A. The Yellow Tripod in hex B, and the Red Tripod in hex C.

Martian Step

The Martians act first each turn.

Draw a Battle card for the Martians. Match the colors of the Tripod counters to the colors on the Battle card to determine what each Tripod does this turn.

Each Tripod will do a combination of one or more of the following actions:

Move: The Tripod advances by one hex toward the bottom of the Tactical Display. It may enter a hex already occupied by another Tripod. If the Tripod cannot move in the direction stated on the card (due to being on the edge of the map), it moves into the hex in front of it.

Angled arrows indicate that the Tripod moves down and to the left or right, as shown by the arrow.

If the Tripod moves into a hex with a Gun, the Gun is automatically Destroyed. If the Tripod moves into a hex with Infantry or Cavalry in it, the Tripod automatically captures them, and the Martians gain 1 point per Unit Captured on their Victory Track.

Detect: The Tripod rolls against the closest Gun with a Earthworks counter. To successfully Detect, the Tripod must roll a die based on the range of the Gun from it.

Range 1: Green

Range 2: Yellow

Range 3: Red

A successful Detect lowers the Earthworks of a Gun by 1. When Earthworks is lowered below 1, the Gun is Revealed.

Attack: Similar to Detect, the Tripod rolls against the closest Gun that does not have any Earthworks counters on it. To successfully hit a Gun, the Tripod must roll a die based on the range of the Gun from it.

Range 1: Green

Range 2: Yellow

Range 3: Red

If the Tripod successfully attacks a Gun, Destroy the Gun and remove its counter.

Special Actions: These are special abilities the Tripods can perform. These Special Actions are listed on the Battle cards. The Tripod of the indicated color performs one of the following Special Actions instead of a normal action.

Focused Detect: Tripod automatically makes its Detect roll against the nearest Gun.

Detect All: Roll a Detect Chance for every Gun within range of the Tripod. Standard range for color rules apply.

Black Smoke: Tripod Destroys all Units in adjacent hexes. It does not damage other Tripods.

Focused Fire: Tripod Destroys the nearest Gun.

Fire All: Tripod Fires at all Guns that do not have Earthworks. Standard range for color rules apply.

Double Move: Tripod moves twice straight down.

Reinforcement: A new randomly colored Tripod appears on the C hex and joins the Wave.

High Activity: Tripod makes 2 Detect attempts against the closest Gun with a Earthworks counter. It then makes 2 Fire attempts against the nearest Gun.

Human Step

Your Guns may fire at any Tripod in range. Every time a Gun fires, it loses 1 level of Earthworks. Guns do not have to fire if there is a Tripod in range. Infantry and Cavalry cannot act, and stay in the hex they were placed in at the beginning of the battle.

Firing at a Tripod: Similar to a Tripod firing at a Gun, when a Gun fires at a Tripod, it must roll a die to see if it successfully hit. The roll is based on the range from the Gun to the Tripod.
Range 1: Green
Range 2: Yellow
Range 3: Red

If your attack roll is successful against an Undamaged Tripod, flip it to its Damaged side.

If you attack roll is successful against a Damaged Tripod, you Destroy it, and remove it from the battle.

For each Tripod you Destroy, gain 2 Human Victory points.

Repeat

Repeat the Martian Step and Human Step until the battle ends.

End of the battle

The battle ends when any one of the following occurs:

- There are no Human Units on the Battle Board.
- There are no Martian Tripods on the Battle Board.
- Every Tripod in the battle is in a Blue hex.

Place all the surviving Human units and unused Earthworks counters back on the strategic map, in the Zone with the Battle Location counter.

Put the Tripods back in their Medallion.

Discard all Battle Plans, even those that were not used.

Afterwards

If all Tripods of a Wave are destroyed, remove the Wave counter is from play.

Remove the Battle Location counter from the map.

If there is another Wave in a Zone with a Gun, start another Battle.

HUMAN ACTION PHASE

Advance the Clock counter to the Human Action Phase.

Each Infantry, Cavalry, Field Gun, Siege Gun, Refugee, and Characters that appear on the map due to Event cards, can move 1 Zone as their 1 Action.

Each Zone can hold a number of Refugees equal to its Gears. Destroy all Refugees in excess of a Zone's Gear value. The Martian's gain 1 Martian Victory point for each point of Destroyed Refugees.

Instead of Moving, Infantry can perform either of the following Actions:

Cylinder Attack



An Infantry unit located in the same Zone as a Cylinder may attempt to Destroy one of the Tripods under construction.

Roll a die:

Red: Infantry Destroyed.

Yellow: No effect.

Green: Destroy one of the Tripods under construction and gain 2 Human Victory points.

Earthworks

One at a time, roll a die.

Red: Gain a level of Earthworks on a Gun. Then remove the Infantry from the Map.

Yellow: Gain a level of Earthworks on a Gun.

Green: Gain a level of Earthworks on a Gun.

If a Gun moves from the Zone, it loses all of its Earthworks.

Powder Mill



One at a time, roll a die.:

Red: No effect.

Yellow: Infantry Destroyed.

Green: Place a Powder Mill counter in the Zone.

The counter mix limits how many Earthworks and Powder Mills you can have in the game. At any time, you may choose to remove such a counter from the board if you want to place it elsewhere.

ESCAPE PHASE

Advance the Clock counter to the Escape Phase.



Refugees Escape

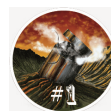
If there is a Refugee in a Zone with a Harbor, roll a die to see if that Refugee successfully Escapes. If there is a Refugee in a Zone without a Harbor counter, nothing happens to them during this phase.

Roll a die for each Refugee counter, and refer to the Escape Phase chart on the Player Aid Sheet to see what happens to them.

Note there are separate results for “Refugee 1” and “Refugee 2” counters.

For each point of Refugees that Escapes, gain 1 Human Victory point.

New Cylinders Land



A new Cylinder lands when you reach 2, 4, 6, and 8 Victory Points. Roll for the location of new Cylinder using the Cylinder Placement chart. No more than 5 Waves may be present at the same

time.

MARTIAN ACTION PHASE

Advance the Clock counter to the Martian Action Phase.

Roll a die for every Wave and refer to the Martian Action step on the Player Aid Sheet. Depending on the Workforce level of the Zone, the Wave will have different behaviors.

There are 3 possible types of actions:

M (Move)

FM (Flying Machine)

D (Devastate)

A Wave that gets a Move result moves into an adjacent Zone. Roll on the Movement chart using the Wave’s current location to see where it will move to.

A Wave that gets a Devastate result attacks the Zone it is in, using the Devastation Phase rules.

Zone Destruction

Roll a die for each Destroyed Zone. On a red die roll, flip the Zone’s counter from Destroyed to Red Weed.

The Martian’s gain 1 Martian Victory point for each point of Refugees they Captured this phase.

The Martian’s gain 2 Martian Victory points for each Destroyed Zone.

The Martian’s gain 6 Martian Victory points for each Red Weed Zone.

The Martian Flying Machine

A Wave that gets a Flying Machine result builds a single piece of the Flying Machine. If the Martians assemble all 4 pieces of the Flying Machine, you lose the game.

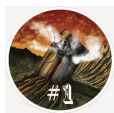
ASSEMBLY PHASE

Advance the Clock counter to the Assembly Phase.



When a Wave counter enters play, the counter is placed on its Cylinder side. As long as the Wave counter is on its Cylinder side, it cannot act during the Martian phase.

During the Assembly Phase, every Cylinder rolls a die. If the color of the die matches the Handling Machine in its Zone, the Cylinder flips to its Tripod side.



When you flip the counter to its Tripod side, place 4 Tripods of different colors in that Wave's Medallion. If the color rolled does not match the Handling Machine, nothing happens.

Example: during the Assembly Phase, Cylinder #2 located in a Zone with a green Handling Machine rolls a die, and gets a green result. The Cylinder is flipped on its Tripod side. Four Tripods are drawn and placed in Medallion #2. If the die roll was a Yellow or Red result, nothing would happen during this Assembly Phase.

EVENT PHASE

Advance the Clock counter to the Event Phase.

Draw one Event card and apply the effect indicated on the card.

Some Event cards use special key terms:

OR: You must choose one or the other effect. If you cannot or do not want to do either, discard the card, and move to the next Phase.

Save this card: You do not have to play this Event card right now, and may save it until you wish to play it.

Some Event cards also require counters or cards to resolve:

Cards with Counters: Curate, HMS Thunderchild, Heliograph, 95t Gun, Narrator. These cards all have unique counters that go with them.

Cards of people: Curate, Heliograph, and Narrator. They all may move one Zone per Human Action Phase. Treat as Infantry for purposes of being consumed.

CREDITS

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The War of the Worlds is a DVG game.

EPILOGUE

Designer's notes: when I've designed this game, I've tried to keep in mind the spirit of the H.G. Wells' masterpiece. Only the scale is different. In this game, you will have a global vision of the events, but you will also retrieve with pleasure protagonists as the H.M.S Thunder Child or tools as the heliograph. Nothing, or so few, has been created by the designer. Everything, or almost, is the transposition of the novel in the form of a game. I was keen to give the players the feeling of this period and, well... I think that Nico had perfectly fulfilled his task.

This game is a humble tribute to H.G Wells, the designer of "Little Wars".

SCENARIOS

I THE MARS IRONCLADS

- SET-UP... (FOR ALL SCENARIOS)
-
- Do not place any Initial Handling Machines.
- Form an Event pile with 15 Event Cards of your choice.
- Place 20 Human units of your choosing in any Zone on the Strategic Map.
- Place 3 Harbors in random Harbor locations on the Strategic Map.
- Roll on the Player Help Sheet for the placement of 5 Waves on the Strategic Map. Place these Waves Tripod side up. The Tripods in these Waves have 5 Tripods each of different colors.
- Gain no Production points during the Production Phase.
- Random Battle plans cost 10.
- Chosen Battle plans cost 20.
- At the end of the Martian Action Phase, every remaining Wave gains 1 additional Tripod. (Max 5 Tripods per Wave.)
- Naval Battles have 2 Tripods.
- During the Event Phase, you may pay 5 Production points to draw an Event card. You may do this as many times as you want during the Event Phase.
- In addition to the normal Victory/Defeat conditions, you also win if there are no Tripods remaining in play.







II HANDLING MACHINE UPRISING

- Place 1 Green Handling Machine on each of these 4 Zones: Scotland, Wales, Norwich, and Leeds.
- Roll on the Player Help Sheet for the placement of 6 total Handling Machines either Yellow/Red on the Strategic Map.
- Start the Scenario with 9 Production points.
- On Turn 1, before the Production Phase, roll 2 times for each Handling Machine, and place a random colored Tripod in the Zone with the Handling Machine.
- Treat all of the Tripods in a Zone as a Wave during Battles. Place any multiple colors of Tripods in the same hex according to the Battle card.
- Infantry can Destroy Handling Machines. Treat the "Cylinder Destruction" Infantry Action as "Handling Machine Destruction".

- Every turn during the Assembly Phase, roll a die for each Handling Machine. If you roll the color of the Handling Machine place a single randomly colored Tripod in the Zone.
- In addition to the normal Victory/Defeat conditions, you also win if all Handling Machines are Destroyed.
- Discard, and re draw "Handling Machine" Event cards.
- Treat individual Tripods as Waves for purposes of Cavalry Attract Actions.

Scenario 2-4

Roll a die twice. The first roll indicates the column, the second roll indicates the row.

			
	Scotland	Leeds	Bristol
	Newcastle	Wales	Southampton
	Liverpool	Birmingham	Norwich

III REFUGEE CRISIS

- Place a Refugee for every point of Workforce damage to a Zone.
Example: A Tripod rolls a Green, during the Devastation Phase, doing 1 Point of damage against the Workforce, and 1 Refugee will spawn. Due to the Workforce hit, now a 2nd Level 1 Refugee is spawned.

Example: A Tripod rolls a Yellow, resulting in 2 workforce damage against the Zone. Due to the 2 point Workforce hit, a Level 2 Refugee spawns.
- During the Production Phase, the first Random Harbor you place costs 0 Production points.

With each Refugee going to a Naval Battle, place them off to the side, and complete the rest of the rolls for any remaining Refugees.

Naval Battle

A Naval battle occurs when Refugees roll a Red, resulting in their actions getting the attention of a nearby Tripod.

Initiative: Draw 1 Sea Battle card to determine Human or Martian Initiative. Whichever side gains Initiative, the other must place all units first.

Human Set-up: Place all Refugees that rolled a Red onto any Hex in the top of the Naval Battle Tactical Display (backside of the Land Battle). You may purchase War Ships at this point. You may buy as many War Ships to assist your Refugees in escaping as you want. Place your Warships in any Hex except for the top row. Limit 1 Ship per Hex. Give all Human Units a Level 1 Earthworks counter.

Martian Set-up: Draw a Battle Card and place the Tripod(s) in a hex with the matching letter (from A to E) according to its color.

Martian step: Similar to Land Battles, draw a Sea Battle card, this will determine what the Tripod will do this turn.

Move to Refugee: The Tripod will move 1 Hex closer to the nearest Refugee. If there is more than 1 Refugee the same distance from the Tripod, you choose. If a Tripod enters a Hex with a Refugee counter, the Refugees are

Move to Warship: The Tripod will move 1 Hex closer to the nearest War Ship. If there is more than 1 War Ship the same distance from the Tripod, you choose. If there are no Warships present, the Tripod does nothing this turn.

Fire: The Tripod fires at any Unit without Earthworks on it.

Human step: Ships may move by one hex or fire not both. Refugees may move by 1 Hex in any direction. They cannot leave the Tactical Display. When a Refugee counter enters a Black Hex, they have successfully escaped. Remove them from the Tactical Display, and place them off to the side. If all Tripods have been Destroyed, all remaining Refugees are considered successfully escaped.

End of the battle: The battle is over when one side no longer has any Units on the Tactical Display.

