

HALF-BUCK BATTLES!

Played on a table in a bar with change and one d6. Everyone starts with 50 cents (unless you play the UFOC)- split as you like, but no more than 5 coins of ea. denomination allowed (no 50-penny fleets). The Coaster gives range for movement and firing - "1" or "2" meaning how many lengths of the coaster's side (multiple segments may be broken into two directions - unless otherwise noted) All coins start heads up. Each hit "flips" the coin tails up, then eliminates on next hit (unless noted). Once a coin is flipped, only special abilities per Fleet Mission Cards can reset to heads-up. Each "Fleet Mission Coaster" gives special abilities to fleets built per requirements on the card. ALL victory conditions consist of getting more monetary value to the opposite side of the table within 1coaster-width of the center.

FLEET MISSION CARDS!!

\$.01

\$.01

\$.01

\$.01

\$.01

\$.05

\$.10

\$.25

Classic balance in this fleet - every coin you destroy of greater value gives you +S to that unit next turn

BATTALION A

\$.05

\$.05

\$.05

\$.05

\$.05

\$.25

If all Drones move while touching (even if you lose units), all coins get +S to their move

THE WEDGE

\$.10

\$.10

\$.10

\$.10

\$.10

For every \$.15 you destroy, you may add another Destroyer Scout to start at your home edge.

BLITZKRIEG!

\$.50

This unit can take 4 hits before being flipped (8 hits to be destroyed), but soaks 2 hits per turn if not destroyed. (If only hit 3 times in one turn, the next turn it is fired upon, it starts with only 1 hit.)

DEATHSTAR

COIN ABILITIES!

INFANTRY

\$.01

Must move in (touching) groups of 2 min. 1-move, 1-range (hits on 2-6) - two hits required to "flip" a coin.

DRONE

\$.05

1-move, 1-range - two shots ea. turn (hits on 3-6)

DESTROYER SCOUT

\$.10

2-move, 1-range (hits on 4-6)

TANK

\$.25

1-move, 2-range (hits on 5-6), if hitting Infantry, ea. squad (group of 2 moving together) is destroyed - no "tails-up" flipping.

MOVING FORTRESS

\$.50

1-move, 2-range. Can move and shoot (hits on 4-6 and can fire "arc-shot" - use segmented range to shoot around corners)

UFOC

\$1.00

(Unimaginable F'ing Objective Coin) No Move. 2-range hits on 2-6 (no flip on opponents - just destroys on every hit) Takes 4 hits to flip.