

CATTLE (kăt'l) plural noun

1. Any of various mammals of the genus *Bos*, including cows, steers, bulls and oxen, often raised for meat and dairy products.
2. Human beings, especially when viewed contemptuously or as a mob.
3. The ultimate fighting machines.



BATTLE CATTLE

SECOND EDITION

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"A Field Guide to Cows", Copyright © 1996 By John Pukite
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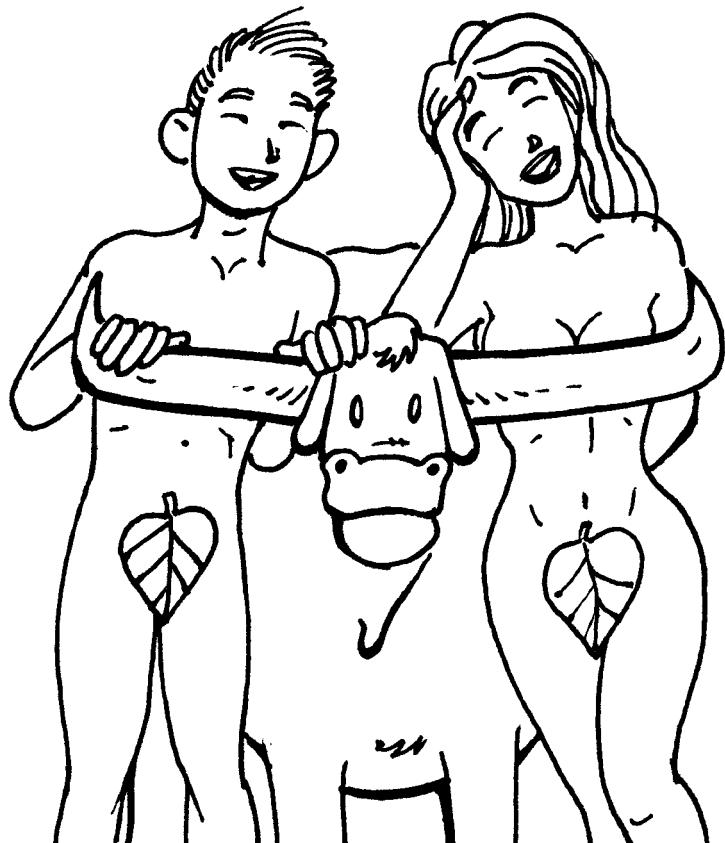
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Stupid questions will not be answered.

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INTRODUCTION

IN THE BEGINNING God created heaven and earth...and cattle. After forming Adam and Eve, God placed them in the Pasture of Eden. Yet, there was one problem; they kept stepping in something. So God moo-ved them to the Garden of Eden and life continued.



DAWN OF CIVILIZATION As the sun crested over the hills, life-giving rays of light stretched over the land, sending the dark shadows back into hiding. Organized man opened his eyes for the first time, and took his first step...into the sacred cow patty of Ninlil. Thus, domestication began.

REIGN OF THE PHAROAHs Once known as the Valley of the Cows, the forces of Anubis and Horus trounced through the land of Apis threatening to destroy Hathor if the Nile was not turned back over to their worshippers. Frightened of pulling a plow again, Apis choked on his own cud, abandoning his bovine followers.

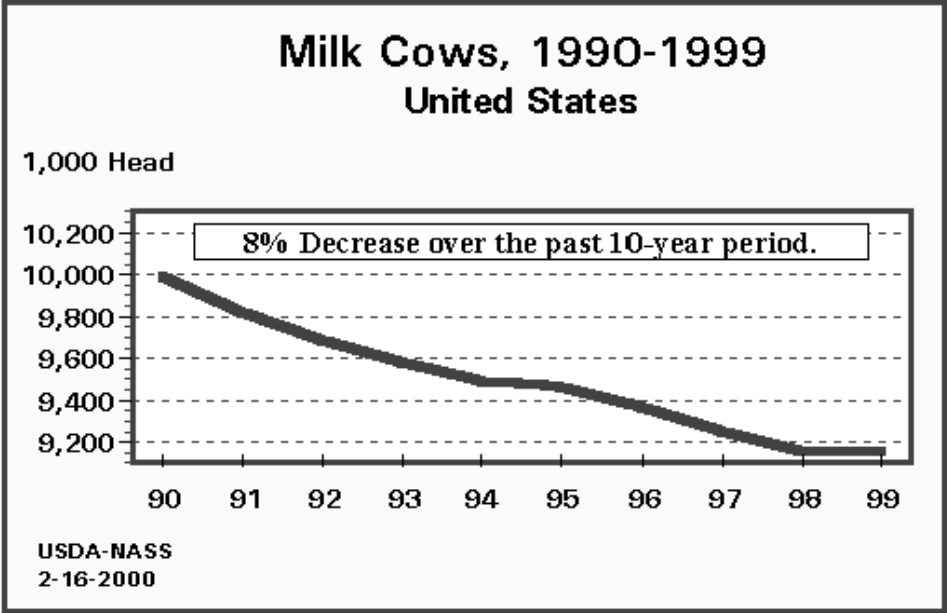
MIDDLE AGES Films have shown us that Man used cattle for a variety of purposes. At times, this included weapons in desperate situations. As shown in one highly regarded historical documentary, cattle were used as projectiles by the French against King Arthur. When they hit, mass damage was inflicted upon their targets. If the troops were skilled enough, and angled the cow just right, there would be an impressive burst effect, sometimes killing up to four armored knights. (Mind you, my sister was once bitten by a moose.... <SLAP!>)

1945 Desperate German scientists, sensing the end of the war was near, and running low on men and steel, were now implementing a special plan called "Sturm-kattelboomender-burstender-lauchinunddenbraatwurst". Translated, it roughly means "The assault cattle that explode when launched, and then we will have Bratwurst". Or something like that.

1967 Cattle mutilations were at an all-time high. Believed to be the work of aliens, we now know that they were early Battle Cattle testing grounds, codenamed Project: Udder Annihilation. This information was obtained through contacts in the CIA. (Moose bites can really hurt...<KA-POW!>)

1970s Let's not talk about the 70's, OK?

1981 The Army has found new uses for the ever-so-important role of cattle in the military. Cattle can now be armed with small war-heads and other weapons. After a few weeks of basic training, the cattle are ready to seek out and destroy their targets with fearless aggression.



The Dairy Industry Felt the Effects of Battle Cattle Projects.

1990s The military has expanded Battle Cattle into all branches of the military - Army, Navy, Air Force, Marines. They have created battle harnesses to hold a great variety of weapons, developed special types of fitted armor, as well as specialized targeting systems. Their biggest success to date was a skirmish codenamed: "Operation: Cattle Storm". Rumors have also been spread about of a possible stealth technology.

2000 As the threat of war was at a minimum, there is no need for Battle Cattle. The project was scrapped, and the cattle were returned to wander in the fields and graze. However, some of these battle-hardened cattle found that they could not return to these simple ways. They realized there was more to life than grazing for a few months, mating, then becoming a Key Buy in the local supermarket. They found themselves longing for battle.

2012 Battle Cattle pasture combat has replaced all major events as the world's most popular sport. Huge arenas have been built. The largest is, Arby's Arena, located outside Dallas, Texas.

2021 German scientists concentrated once again on Battle Cattle research. Fearing world domination from herds of Battle Cattle from other countries, they pushed forward researching alternative devices for these bovine battle machines. Dr. Angus, one of their most diabolical scientists, was once overheard through a locked door saying; "I shall call him Mini-Moo..."

2024 A beached cow was found off the shores of England encased in some sort of breathing apparatus. People feared this was hard evidence of the German's rumored U-Cow. As a result, every nation pushed Battle Cattle research to its limits.

2025 Disarming underwater mines were no longer the job of dolphins, but specially fitted Battle Cattle. With the increases in Battle Cattle technologies, disarming a mine became second nature to these stalwart battle machines.

2026 Project: Udder Annihilation once again brought rumors of aliens, as people reported strange objects in the sky. This time witnesses stated a loud sonic-moo after the objects passed overhead. They were dismissed as enhanced echoes from nearby farms.

THE WAR RAGES ON!

CATTLE-LOG OF CLASSES

UNIVERSITY CATTLE-FORNIA BERKELEY
2024 Cattle-log of Classes
(Cows?...In Berkeley?...Mooo!)

CATTLE 101: M/W/F 9am-11am, Prerequisites: none, Units: 3, Instructor: Dr. Leah Brahman
This introductory course will explain the basic backgrounds and descriptions of cow habits, cultures and anatomy. The information obtained here will be the basis for all future classes.

MILKING 101: T/Th 2pm-5pm plus lab, Prerequisites: Cattle 101, Units: 4, Instructor: Dr. Anne Thrax
Actual application of theories learned in Cattle 101. Precise techniques for maximum volumes will be implemented via a combination of classwork theories and lab work in the field.

PASTEURIZATION 200: M/W/F 11am-1pm plus lab, Prerequisites: Milking 101, Units: 5, Instructor: Dr. Louise Pasteur
Once the milking process has been mastered, the next step describes what to do with the milk. This course delves into chemical backgrounds and their reactions to one another.

COW-CULAS 170: M/W/F 8am-10am, Prerequisites: Cattle 101, Units: 4, Instructor: Syd O. Beef
The application of numerical theories will be used specifically for accurate measurements of mass, volume and weight. This class will be very useful when applied to the actual construction of a Battle Cattle.

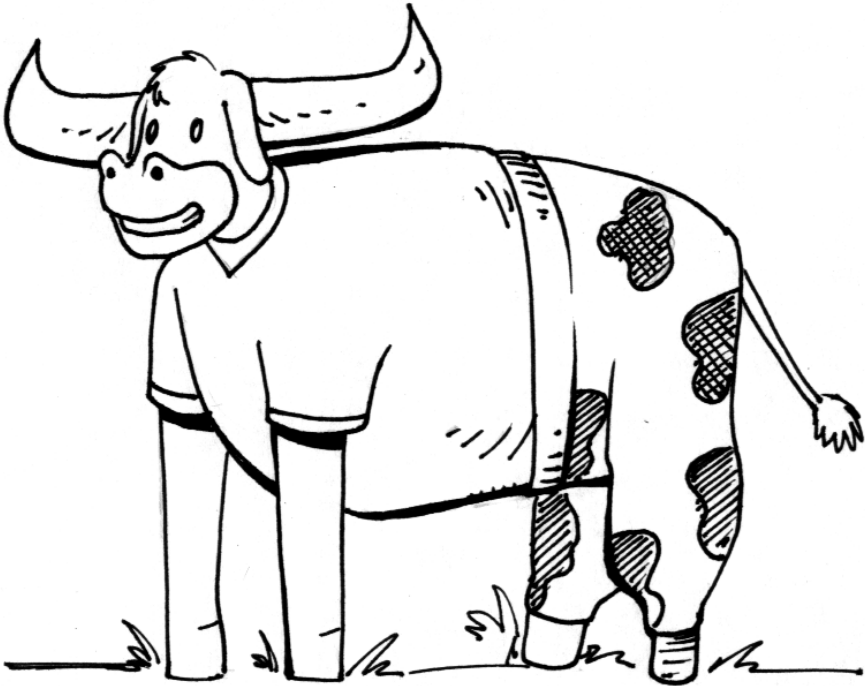
BATTLE CATTLE BOOT CAMP
West Point, West Virginia

What follows are excerpts from the boot camp diary of Private Hoofman of Battle Cattle Company Three.

DAY ONE: We dewy-eyed recruits stepped off the bus and were herded into formation by our Drill Instructor, Sergeant Butch R. Block. We're not allowed any personal effects on base during boot camp (the exception being religious texts; some of the guys brought their Cowran or their Holy Cow Bibles). Sergeant Block let us know who was driving in no uncertain terms.

"Where you from?" he demanded of his first victim.

"Sir! Holstein, Indiana, sir!" he lowed meekly.



"You miserable excuse fer a belt and matching shoes!" he screeched into his ear. "Only two things come outta Indiana: steers and queers! I don't see no horns."

"Sir! They're in my luggage, sir."

"Drop and gimme 20!" It's just like that military moo-vie with Richard Gir. Sarge obviously doesn't take any bull from cadets who go against the grain.

DAY TWO: Barely the crack of dawn, and someone's playing reveille on their horn. We make our beds, and the sheets have to be tight enough to bounce a quarter on...or a side. Out in the pasture, we run through our exercises.

"We're gonna work off all that butterfat, ladies!" Sarge bellows. "Then it's a 10-mile hike to beef up those muscles." We all hate cownowing to him, but they tell us we'll grow to respect him.

We're learning to wake up early and be on time to formation. Private Hereford showed up late to the cattle call, and ended up on KP all week. Being tardy isn't kosher with these folks.

DAY THREE: Chow in the mess hall is disgusting. I can think of two things cow patties might be. Neither one settles any of the four chambers of my stomach. Cookie tells us he can prepare a special menu if there are any vegetarians in the group.

DAY FOUR: We were taken to the infirmoo-ry and inoculated against anthrax and cowpox. Good thing we went. It turned out Private Guernsey had hoof and mouth disease...but he was cured. We all had to be tested for lactose intolerance, and were all highly overdosed with buttermilk. We received vitamin D injections, and we were X-rayed to make sure we had strong teeth and bones.

DAY FIVE: An officer from the USDA came to inspect us. Apparently we have a long way to go. They must have been feel-

ing their oats that day, because they tossed our stalls and berated us. The day turned out okay, because later we got to hear our officers tell us patriotic stories of heroic exploits from deep behind enemy fences, and inspirational tails of self-sacrifice for the greater good of the herd.

DAY SIX: We went to the University of Cattle-fornia to learn war theory and tactics. I said it would take a lot of horse sense, but the instructor didn't think that was very funny. Still, I passed: grade A.

DAY EIGHT: Weapon and moo-nitions training took all day. Private Ferdinand wandered into my field of fire and took a round, but fortunately it only grazed him. I thought Sarge would have a cow.

DAY NINE: Artillery training. They gave us mounted weapons and a cowspotter and told each pair to hit a target on the other side of the dell. A local farmer became rather irate when Private Elsie destroyed one of the buildings on his homestead. We thought it was a grain silo, but he said it was a barn yesterday. Sarge basted us but good for that screw-up, and said we'd sit here until we got it right or until we came home.

DAY TEN: They require us to be able to assemble our weapons quickly, and today they made us do it while blindfolded. Like this isn't hard enough to do with hooves.

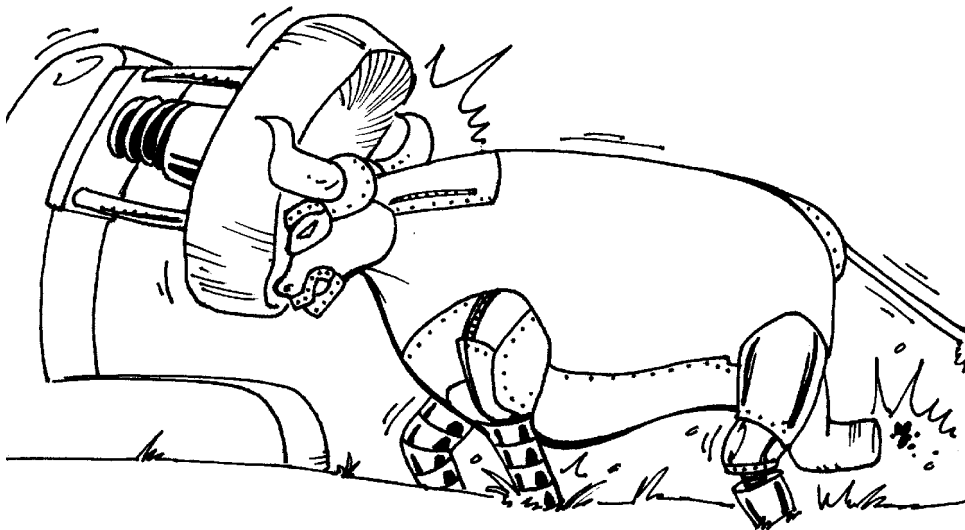
DAY TWELVE: We've been milked for 48 straight hours. Some of the cows failed the endurance test; they went pail and cownlapsed. Like my mother said, "If you can't handle the teat..."

DAY THIRTEEN: Today we went parachuting and lost our first soldier. Shouting "Cowabunga," each of us leaped out of a perfectly good airplane and tried to land on target. Private Abattoir's chute didn't open and he turned into a messy smear in a nearby field. That farmer's going to think we've got it out for him. Abattoir was

pronounced G.O.A. (Gelatin On Arrival).

DAY FOURTEEN: They tested us for G-intolerance at the centrifugal force lab today. They stuck us in a cattle car and swung us around the room on a big arm to see if anyone would vomit. We all did, what with being cows and all. Testing has been suspended until they can determine whose bright idea the whole thing was.

DAY SEVENTEEN: Tipping attack and defense today. They started us out light, ramming us in the ribs with broom handles and lead pipes and working their way up to sandbags and logs. Then it was our turn to ram into stuff. We smacked into bushes and plywood, and later went up against cement walls and that stuff they make the black boxes out of on airplanes. One poor cow, Private Stan Pede, was showing off and tried to punch through an Ox-ford English Dictionary; he ended up Mangled Onto Oblivion Beyond All Recognition (MOOBAR). I guess Norwegian Reds stun easily.



DAY TWENTY: My whole hide aches from martial arts instruction. Learning hoof-to-hoof combat was painful, but I'm now proficient with Kung Moo, Moo-Jitsu and Cowrate.

DAY TWENTY-TWO: War games today. It was a slaughter. Our team made mincemeat of the opposing side of beef. Wearing camoo-flage parkas and cow-ls, we tip-hoofed silently behind their communications shed and smoked the radio operator. With traffic cut off, we were able to mop up all the stray doggies and lock them up in the hooscow. Sarge was pretty pleased with our company's success and gave us a well-deserved pat on the withers.

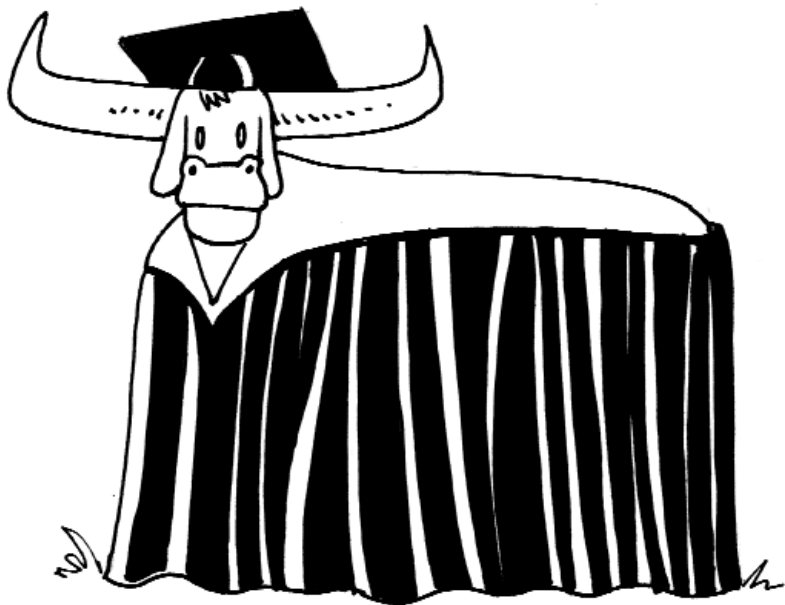
DAY TWENTY-FIVE: Back to physical training. Sarge had us running obstacle courses all morning, hoofing it through tractor tires and swinging over mud puddles. We had to scale a wall, walk a balance beam, and cross a river on a rope bridge. Pretty dairying stuff.

DAY TWENTY-SEVEN: Some of us wanted to go to O'Leary's in town on liberty this weekend, but Sarge said no. He figures we're all too pumped from training, and he's seen tender greenhorns like us before. "You go into town," he grumbled, "get all tipsy, and one'a ya ends up knockin' over a lantern and settin' fire to a city."

DAY THIRTY: More endurance tests. They had us chew our cud for 12 straight hours. I thought I was going to get sick, but I found reserves of bullpower I didn't know I had. My jaw aches, but when I complained to Sergeant Block, he laughed and said, "Maybe that'll stop you jokers from yakkin' all day." Then I went outside and yakked up the cud.

DAY THIRTY-SIX: Mail call brought news from the farm. They're excited about seeing me graduate, and having me come home...home on the range...for a little while before I ship out. My brother says they're killing the fatted calf; I assume he's speaking metaphorically.

DAY FORTY-TWO: Graduation Day, the proudest day of our lives. We are Grade-A lean, mean, fighting machines. Next week we get our orders, and ship out to our various assignments.



BATTLE CATTLE CREATION

In the back of the book, you will find some pre-made Battle Cattle. We suggest that you use some of these for the first few times you play. If you want to dive right in, agree upon a set amount of money to be spent on your cow with the other players. Starting with \$10,000 or \$15,000 gives each player enough money to create an effective Battle Cattle with room for variety and challenge. This is the range of money we recommend to start with.

The first step is to copy the cattle record sheet (honest, we won't sue), or transfer the information to a piece of paper. We recommend you start constructing your Battle Cattle in the following order:

NAME: If you need more help with this, just put the book down now.

COW TYPE: Choose this from the cow creation list below. The cows vary in several areas, including size, movement and carrying capacity.

HORNS: If your cow has natural horns. Natural horns are gone if accessory horns are purchased

MOO-VEMENT: This is how many moo-vement points your cow has...duh. This number also represents speed for initiative.

HEALTH POINTS (HPs): These are your total health points for the body of your Battle Cattle. When rolling, count "1's" as "2's".

TIPPING DEFENSE NUMBER (TDN): This number has two functions. It's first function is when you have been hit by a weapon that has a tipping number (+1,

● COW TYPES ●

+2, etc.) in the Appendix 1 listing of weapons. If you roll this number or higher, you have successfully avoided being tipped. If you do get tipped, you need to roll your TDN or lower to get back up.

HARNESS: This is the primary device which determines the types and amounts of weapons your cow can carry.

UDDER: This is your cow's secondary device to carry weapons and udder items. The udder is attached to the underside of your Battle Cattle.

MAXIMUM WEIGHT: This is the maximum weight (in pounds) of items that your cow can hold.

COW TYPES

Did you know there are 52 breeds of cow? We didn't. The cow falls in the taxonomic chart under the family Bovidae and the group Bovina. Now, how is this going to help you in the game? Its not, but its great knowledge to use when your parents start complaining about all the gaming you do. Let them know that gaming is not only fun, but also educational. To give you some more ammunition, we have included short descriptions of the cows used in the game.

AMERICAN BRAHMAN: Although India has over 30 native indicus (humped cattle) breeds, the American Brahman started from only four valley breeds: the Gir, the Krankrej, the Krishna valley, and the Ongole (also called the Nellore).

AMERICAN BROWN SWISS: According to archaeological carbon-dating of fossilized bones, the Brown Swiss might be one of the oldest cow breeds.

● COW TYPES ●

ANGUS: Started as a cross-breed in the late 18th century in the Scottish region of Angus and Aberdeen. Today, the Angus ranks as the second most popular beef cow.

CHARBRAY: The Charbray is a cross-breed of cattle mixing the French breed Charolais with the humped Brahman.

CORRIENTE: Sometimes noted as the fastest of any other cow breed, the Corriente is known as the classic cow for roping, bull-fighting and bulldogging in the ring. Moo-ey bueno!

GALLOWAY: Originating in the province of the same name in southwest Scotland, the Galloway's origin is a mystery as a vague reference was made in the 11th century, with the next true records not existing until the 18th century. The Galloway was eventually imported to the United States by way of Canada in 1853.

HIGHLAND: Sketchy references to Highland cattle go back to the 12th century, but some researchers believe the breed existed even at the time of the British Iron Age. Its hairiness and long horns proved necessary for survival in the rough solitude of Scotland's islands and mountains because we all know...there can be only one...

JERSEY: Researchers have yet to pinpoint the Jersey's ancestry. Conflicting theories claim that it originated from the cattle of the English regions of Brittany and Normandy and from cattle as far away as the Zebu in India.

MURRAY GREY: The Murray Grey breed was born in 1905 when an Australian rancher's wife expressed a preference for some prettier cattle. Some may infer these were undercover experiments by the government down under...

NORWEGIAN RED: The Norwegian Red was started in 1935, when the Norwegian government decided to consolidate all the country's cattle breeds into one superior breed. (We did not make

COW TYPES

this up...How were we supposed to know that the Norwegians were already scheming world domination back then?)

SALERS: Originating in southern France, Salers (pronounced “say-lair”) were named the official U.S. Olympic team beef. Whose bright idea was it to give French beef to our American athletes?

SHORTHORN: Originating in the 18th century in the England region of Tees Valley, the Shorthorn became the first breed purposely developed for improved beef.

SUSSEH: A descendent from the native red cattle of southern England, the Sussex developed into a strong, muscular draft ox around the time of the stormin' Norman conquest in 1066.

TEXAS LONGHORN: In 1640, Vaqueros drove the first Spanish cattle north to Texas where the breed transformed itself over the years. Reaching a high point of 5 million in number, the Texas Longhorn has dwindled to a number in the 100,000s.

WATUSI: The Watusi is native to the central African region that includes Burundi, Rwanda, and Zaire. Imported to the United States in the 1960s by way of Sweden, they have found popularity as an exotic breed and a rodeo attraction.

COW TYPES

Cow Type	Cost	Size	Max. Weight	Horns/(Ram Die Bonus)	Moo- vement	HP (d6)	TDN
Watusi	\$400	Light	800	Yes (+1)	10	5	11
Texas Longhorn	\$750	Light	1,050	Yes (+2)	9	6	10
Jersey	\$950	Light	1,200	No	9	7	9
Corriente	\$1,300	Light	1,100	Yes (+1)	11	6	9
Norwegian Red	\$1,250	Medium	1,500	No	7	7	8
Angus	\$1,500	Medium	1,250	No	7	9	9
Galloway	\$1,700	Medium	1,300	No	8	8	8
Murray Grey	\$1,900	Medium	1,875	No	6	11	7
American Brahman	\$2,250	Medium	1,250	Yes (+1)	8	12	9
Highland	\$2,400	Heavy	2,000	Yes (+2)	6	12	6
American Brown Swiss	\$2,500	Heavy	2,250	No	5	13	5
Sussex	\$2,600	Heavy	2,350	Yes (+1)	5	14	5
Shorthorn	\$2,800	Heavy	2,500	No	5	15	5
Salers	\$3,150	Heavy	2,200	Yes (+1)	6	16	6
Charbray	\$3,800	X-Heavy	3,000	No	4	21	3

HARNESSES

The harness is the key item in Battle Cattle. All cows will choose a harness based on their classification from above. Harness choices are limited to one level higher than your cow classification and below. For example, a light cow could only choose from a light or medium harness, while a medium cow could choose from a light, medium or heavy harness.

These harnesses are affixed to the cow by belts, and secured on the underside. The harnesses will have a set number of slots for weapons, but can be fixed on any combination of sides. For example, a medium harness has 8 slots to divide amongst the four sides. Five can be used on the front, one on the left, one on the right, and one on the back. It's all your choice. As the harnesses get bigger, they get heavier and more expensive, but have more slots for weapons.

HARNESSES			
Type	Cost	Weight	Slots
Light	\$1,000	100	5
Medium	\$1,500	300	8
Heavy	\$2,000	500	12
Extra-Heavy	\$2,800	700	15

UDDERS

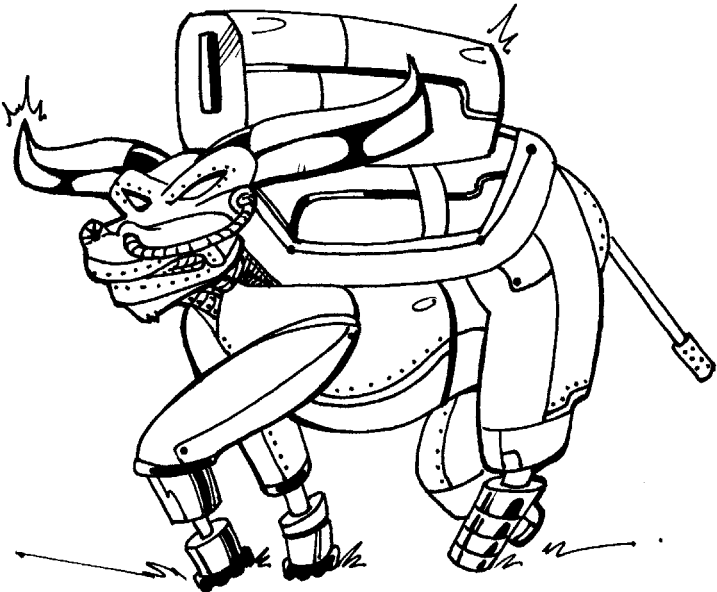
No cow jokes here. This is truly a section about udders. Like harnesses, Battle Cattle can be equipped with a secondary harness mainly designed to hold a small amount of weapons and other items.

The best feature of udders is that they work independently from a Battle Cattle harness and can fire in any direction with their rotating turret mechanism. Instead of only being limited to one weapon choice to fire or use during your turn, the udder addition represents a whole other group of items that can be used simultaneously or protected a little better.

Udders can obviously only fit on one part of your Battle Cattle - the underside. Though an udder is always in line of sight, they are still very difficult to target, and all attacks suffer a -2 to hit. Only when a cow has been tipped will an udder be exposed without the -2 to hit modifier. No matter which way a cow is tipped, we will consider the udder to be targeted from any angle. Udders can have armor like a normal side of a Battle Cattle, but once that armor is gone, it only takes one point of damage past the armor to destroy it.

Also, as with harnesses, your cow can only choose an udder one level of classification higher than your cow size. For example, if you have a medium cow, your udder choices can only be light, medium or heavy.

UDDERS			
Type	Cost	Weight	Slots
Light	\$400	50	1
Medium	\$700	100	2
Heavy	\$1,000	150	3
Extra-Heavy	\$1,300	200	4



EQUIPMENT DESCRIPTIONS

WEAPONS

Weapons are items that do direct damage and take up slots on your harness and/or udder. All weapons have unlimited range (unless otherwise noted in the following descriptions), thus almost everything has some minute chance of hitting.

Appendix 1 shows the number of slots, weight, damage, to hit number, tipping advantage and cost. The “to hit” number is the base roll on 2d6 (without adjustments) to successfully hit your enemy. The “to hit” roll is the adjusted number or higher on 2d6. Some weapons also have a tipping advantage. This is indicated with a plus in the “tipping” column. This plus number is rolled against the enemy cow’s TDN. For example, you hit a Galloway with an Autocannon. After rolling for damage, the Galloway rolls its TDN at 11 (8+3=11)! Weapons without a tipping number do not have enough force to tip.

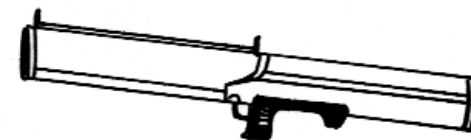
Each weapon is considered to have unlimited ammunition except the Anthrax Air Raid, Micro Missile Launchers, Rockets, S.C.U.D.s, Stingers, Dart Guns, Milk Bombs and Grenade Launchers.

ANTHRAH AIR RAID: This package takes one slot and comes complete with a communication satellite relay to signal an overhead attack poisoning all other opponents. The Battle Cattle launching the attack is protected by an impenetrable bubble generated by a separate component which comes with the package, rendering your Battle Cattle immune to the single, one-time attack. All opponents suffer a 1d6 roll of damage to body health points at the beginning of each turn for the duration of the game. Any Battle Cattle leaving the field with the disease will be cured after they leave.

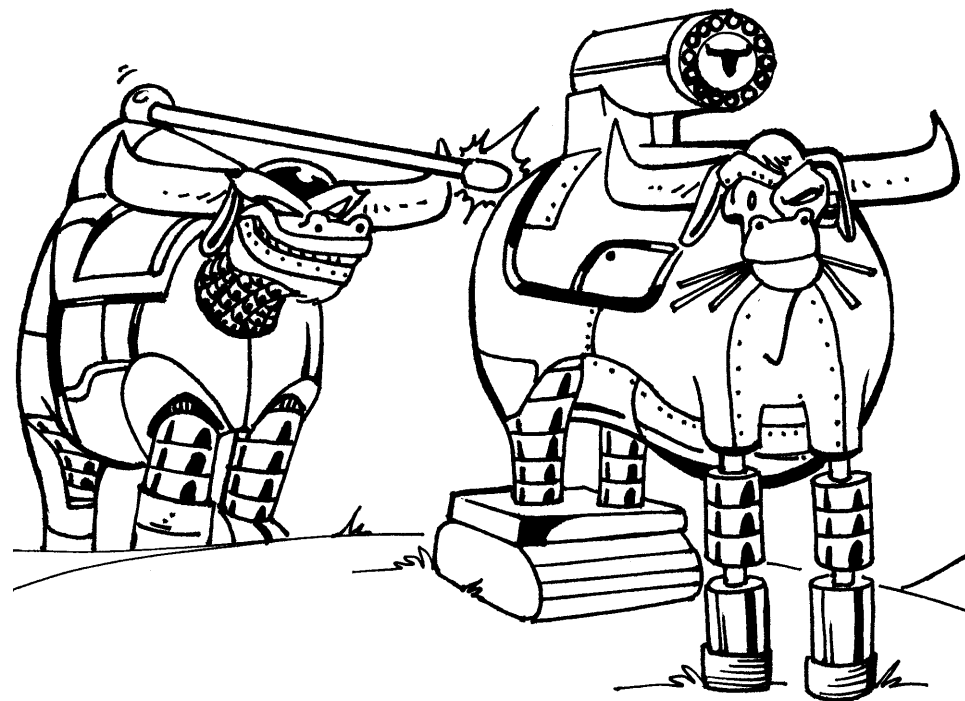
AUTOCANNON: This is a rapid fire weapon. It has better accuracy than a heavy machine gun, takes up less slots on your harness, but costs more.



BAZOOKA: This weapon holds only the Bazooka refills. The Bazooka comes complete with a holder and automatic loader for three Bazooka rock-ets.



CATTLE PROD: What a lovely device this is. It can only be placed ON the front of your Battle Cattle, attack when you are adjacent to another Battle Cattle and damage an enemy when their armor is gone, exposing their hide. When looking at these Cattle Prod options, realize that normal cattle prods range between



WEAPONS

5,000 and 9,000 volts. In comparison, a police stun gun incapacitates a human with 100,000 volts.

50,000 VOLTS..... 2d6 body damage

100,000 VOLTS..... 4d6 body damage

150,000 VOLTS..... 6d6 body damage

CATTLE-PULT: This device is placed on the rear of your Battle Cattle only. Its primary function is to launch destroyed Battle Cattle carcasses at your opponent. It takes one full turn to prepare (this would count as firing a weapon) and you must be adjacent to the carcass being prepared. Use the same method of attack as shooting a normal grenade from the grenade launcher, including the one space radius area effect. Since this item is very difficult to aim, the base roll is "8" and all modifiers (such as sight amplification, etc.) do apply. Damage is based off of the size of cow launched and applied to all sides of your opponents armor. Light Cow: 2d6, Medium Cow: 4d6, Heavy Cow: 6d6 and Extra Heavy Cow: 8d6.

COW PATTIES: These lovely items can only be thrown by the Cattle-Pult. They come in a set of six with their own loading mechanism. The patties cause no physical damage, but due to their lovely aroma, impair the hit Battle Cattle's senses. Each successful hit reduces each cow's moo-vement and to hit by one. The patties are cumulative for the length of the entire game. So, if all six hit the same cow after six different attacks, that Battle Cattle suffers -6 to its moo-vement and -6 to its base to hit number.

DART GUN: You need one of these if you want to launch a dart at anyone. It holds three darts of any type. If not all darts are the same, the player must note in which order the darts will fire on his/her cow sheet.

DARTS: Darts are only effective against a cow with its body exposed (no armor on one side). Your choices are the following:

WEAPONS

MAD COW DISEASE: "Kills cows dead...right in their tracks" Well, not really, but it does hurt. With a successful hit, your opponent's cow will immediately become weak. The disease limits the attacked Battle Cattle to performing its actions every other turn. The disease lasts 1d6 turns. Thus, if the disease lasted 3 turns, it would actually be 6 turns for the unaffected player(s).

LACTOSE INTOLERANT: This dart uses a cows own dairy-producing body against them by poisoning their system with 1d6 damage every turn for 1d6 turns.

HOOF AND MOUTH DISEASE: This dart causes intense blister ailment in a cow mainly focused on the hooves and mouth. When a Battle Cattle is hit with this dart, its moo-vement is impeded by three, and the desire to trample is gone due to the intense pain from the blisters on their hooves.

FLAMETHROWER: This little portable Bar-B-Q can only shoot point blank to short range, but it does the same damage as some of those high-tech weapons. Flamethrowers cannot be placed in an udder.

GRENADE, CONCUSSION: This cheap and lightweight weapon's main purpose is tipping. It does no real damage, but a successful hit results in your target having to roll against his or her TDN. When rolling "to hit", if your roll is a miss, the grenade will deviate from its aimed location. For example, if Bob needs a "7" to hit Gina five spaces away and he rolls a "5", the grenade will land in a random area two spaces from its intended location. Determine a random roll for direction from targeted point. This weapon has an area effect of a one space radius from its landing point.

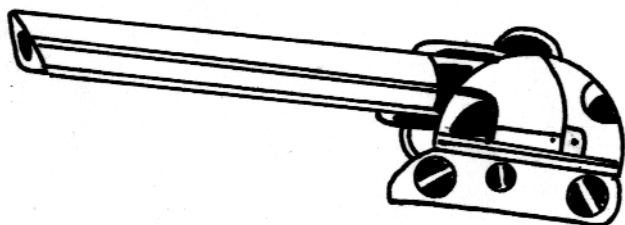
WEAPONS

GRENADE LAUNCHER: You need one of these if you want to launch a grenade at anyone. It holds three grenades of either type. If not all of the grenades are the same, the player must note in which order the grenades will fire on his/her cow sheet. Grenade Launchers cannot be placed in an udder.

GRENADE, NORMAL: This is your standard fragmentation grenade. Pull the pin, count to three, and throw. Well, not exactly like that. This grenade must be fired from a Grenade Launcher. It is inexpensive, lightweight and has decent damage. When rolling "to hit", if your roll is a miss, the grenade will deviate from its aimed location. For example, if Bob needs a "7" to hit Gina five spaces away and he rolls a "5", the grenade will land in a random area two spaces from its intended location. Determine a random roll for direction from targeted point. This weapon has an area effect of a one space radius from its landing point.

LASER, HEAVY: This is the most powerful laser type. So, naturally, it is also the most expensive. Combined with killer accuracy and awesome damage, it is one of the most feared weapons in the Battle Cattle pasture. *"I have one simple request; cows with friggin' laser beams attached to their heads, and it can't be done? Remind me again why I pay you people?"*

LASER, LIGHT: This is a choice weapon for light cattle. It takes up only one space, but does damage equal to a Bazooka. You might pay a little more, but if you're running a bit tight on space, this is one of your best bets.

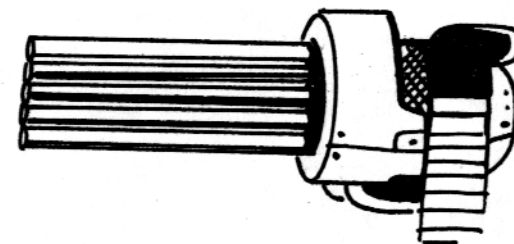


WEAPONS

LASER, MEDIUM: The Medium Laser is a step-up from the Light Laser. It has the same accuracy, but double the damage. (Along with the cost and weight!)

MACHINE GUN: Ah, yes. Good ol' reliable. This standard weapon is relatively inexpensive, lightweight and small. It's perfect for almost any situation.

MACHINE GUN, HEAVY: With three times the damage of a regular machine gun, and only twice the cost, this little baby packs a punch for the buck.



MICRO MISSILE LAUNCHER: This weapon holds only the micro missile refills. All missiles to hit is rolled separately. You can fire any combination of missiles up to a total of six in one attack.

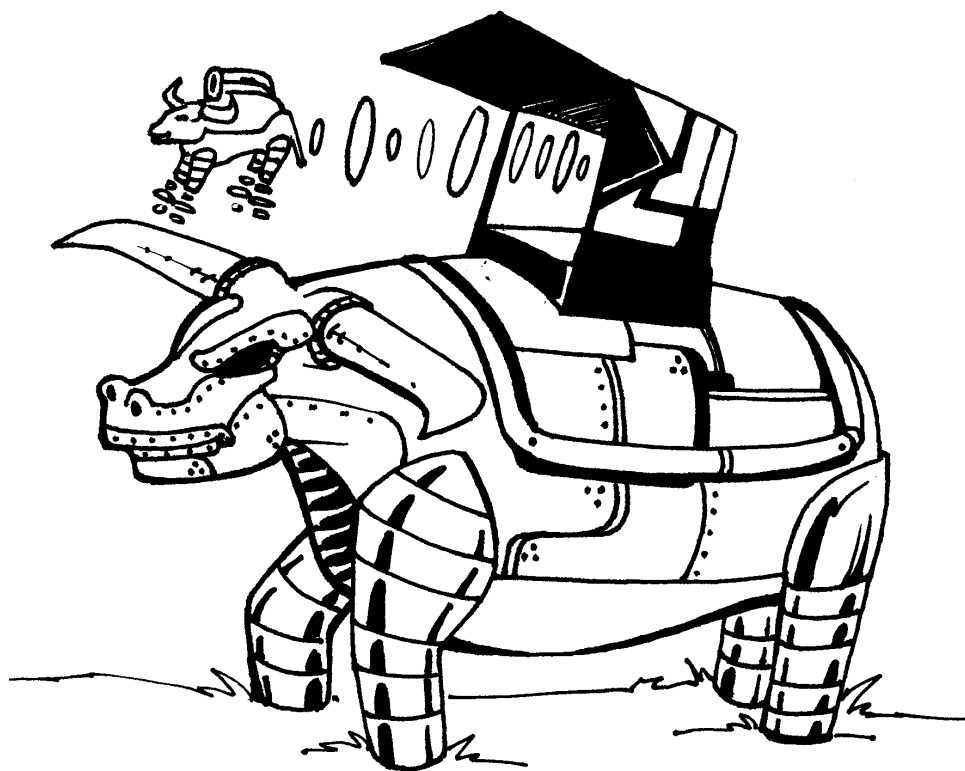
MILK BOMBS: These items are bombs set on a delayed timer and are only effective when placed next to a targeted Battle Cattle. After they are dropped, they will automatically blow up at the end of your cow's turn, so you better hope to be at least two spaces away from where you dropped it. Each bomb can only be placed in an udder slot. Rolling a "2" (no modifiers or adjustments) on a 2d6 is the only way these will miss.

NON-FAT	1d6 radius effect
1%	2d6 radius effect
LOW-FAT	3d6 radius effect
VITAMIN D	4d6 radius effect
BUTTERMILK	5d6 radius effect

MINI MOO: This is the best idea ever for Battle Cattle! In terms of background, miniature cows are any type of cow from any breed which have stunted growth in their genetic make-up. Kind of like

WEAPONS

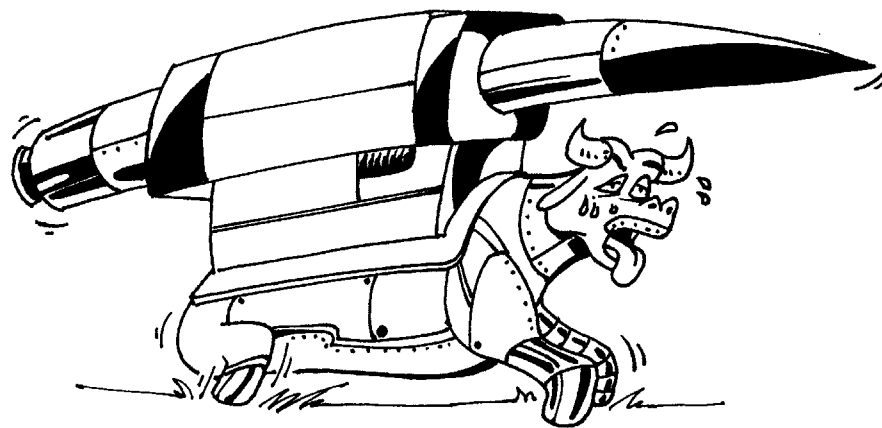
midgets. In many ways this could be an accessory, but since it takes a slot and is used for damaging purposes, it is categorized as a weapon. Mini Moo is a real cow that your Battle Cattle lets loose onto the playing field to fight for you. It takes one turn to release and get setup, but then is an independent vehicle for you to use. Mini Moo comes packaged with plastic armor on all sides and a harness that can only carry weapons pointed towards the front. This cow has an amazing moo-vement of 12, Body Hit Points of only 8, a -3 to hit from attackers, and no TDN as they would just go through the legs of any other cow! In addition to the expense of Mini Moo, you must spend money to equip his two front slots or he is pretty useless. So, a grenade launcher or one medium laser would work. Mini Moo cannot have any accessories or different armor added to him, nor can he attempt to tip another cow or other Mini Moo. If you don't love this addition, we will love it for you!



WEAPONS

RECOILLESS RIFLE: More powerful and accurate than a Vulcan Machine Gun, the Recoilless Rifle is one of the most popular weapons available.

ROCKET, HEAVY: This is the most powerful weapon known to Cattle. Although extremely powerful, it is not very accurate. (hint hint; buy some sort of targeting enhancement to go with it)



ROCKET, LIGHT: Inexpensive, lightweight, and takes only one slot. Definitely a good space filler.

ROCKET, MEDIUM: The Medium Rocket is like most other rockets, lightweight and inexpensive. Average in damage, but a little inaccurate.

S.C.U.D.S.: These missiles are a lot more accurate than others, but do not have as much of a punch, thus less damage and less of a chance to tip.

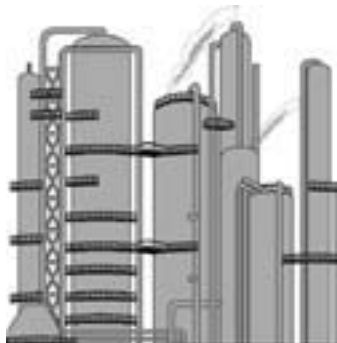
STINGER Each Stinger can intercept a Rocket, Bazooka Rocket, S.C.U.D., Missile or Grenade of any type, destroying them before reaching your Battle Cattle. The Stinger needs to be used prior to the attackers roll (no waiting to see if they hit you first or not!)

VULCAN MACHINE GUN: No, Spock has nothing to do with this. (Doesn't it seem like every game has a Star Trek joke in it?) A little bigger than a regular machine gun, but more accurate...Oh, and by the way, it hurts more too. It would be, ahem...illogical if you didn't buy this item...Live long and...

ARMOR

A key element to the survival of any war machine, armor can be placed in five locations on your Battle Cattle: Front, Rear, Right, Left, and Underside. You can use any combination of armor you want for any side.

Take into consideration that once a side of armor is destroyed, all items on the harness on that side are destroyed. In terms of the optional udder on the underside of your cow, the entire udder is lost, and all the weapons or items within it, after the underside armor is destroyed and even one point of damage goes through to the udder.



ADAMANTIUM: This armor is a special combination of refined metals. Much stronger than steel or titanium, it can take significantly more damage and weighs less.

CAMOO-FLAGE: This is not an actual piece of armor you buy, but an option to make your cow a little bit harder to hit. When an attack is made against a side of armor which has a camoo-flage coating, the attacker makes their to hit rolls at a -1. This can be combined with reflective armor.

PLATE PAIL: Very close to the medieval version with a similar name, Plate Pail consists of old milk pails interlocked and layered over one another.

HEVLAR: Kevlar is commonly used in bullet-proof vests. This fabric weave is highly effective against small and medium projectiles.

MOO-MOO: This impressively decorated garment covers the left, right and rear of your Battle Cattle's armor with an additional 5 points on each of those sides.

PLASTIC: This armor is simple, high-density plastic. It's cheap and effective against light weapons.

REFLECTIVE ARMOR: This is not an actual piece of armor you buy, but an option to make your armor reflect laser shots. When a laser attack is made against a side of armor which has a reflective coating, the attacker must make a second to hit roll right afterwards (in the same turn) before they are able to roll for damage. If the second to hit roll fails, then the armor adequately bounced the shot away. This can be combined with camoo-flage.

SUPER UNKNOWNIUM: This armor is made from the rare element, Unknownium. Discovered by a scientist whose name is unknown, Super Unknownium can take quite a beating from any weapon. Definitely the armor for the experienced Battle Cattle.

TITANIUM: Titanium is a good type of armor for Cattle that have weight to spare. Though the price is about one-half the cost of Adamantium, it's the heaviest armor out there.

UNBELIEVIUM: This is the best of the best when it comes to armor. With quality though, comes a price, and in this case, it is more than worth it. Unbelievium can withstand multiple hits from the most powerful of weapons. Its unbelievable what this stuff can do!

ACCESSORIES

Accessories are additions to your Battle Cattle that take up harness and/or udder slots, but are items that do not necessarily do direct damage like weapons, but improve the performance of your Battle Cattle. Though accessories could take up slots on your harness and/or udder, they do not take away a turn to activate.

BOOSTER PACK: A Booster Pack is a set of small unre-moo-veable rockets which, when activated, will double your movement for one turn and provide you with two separate attacks during the turn. The advantage over the Adrenal Implant is that this has three individual uses.

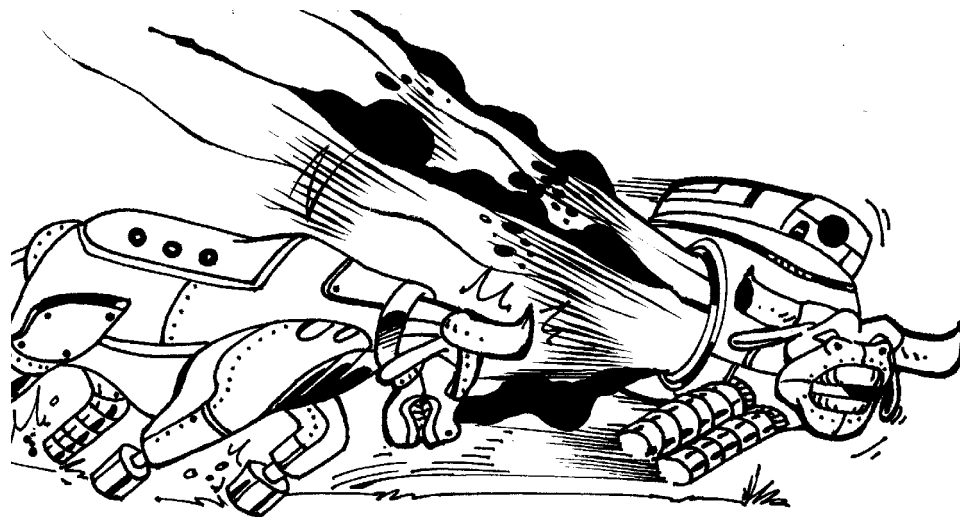
BULLDOZER: Can only be placed in the front of your Battle Cattle. Gives you an extra push when tipping, and your enemies a +2 to their TDN.

CHOCOLATE MILK SLICK: This weapon is effective when setting your Battle Cattle up for an intense ram. This altered liquid is released through the upgraded udder option only. It forms a puddle in the current space and in all the adjoining spaces surrounding the release point. Left alone this puddle is nothing, but when used by a charging Battle Cattle, the propulsion from the slick provides the rammer and the rammee double the effect upon impact.

CLAYMORE ARMOR MINE: This device is used to deter other Battle Cattle from ever ramming you again. These mines are affixed as part of your armor as a defensive charge exploding outward towards your rammer. You still take the same ramming damage from their attack, but your opponent gets 4d6 damage to their front from the explosion in addition to any other damage from the ram. Limit one mine per armored side.

CLOAK GENERATOR: The Cloak Generator is a small device that actually bends light around your Battle Cattle rendering it somewhat invisible for three turns. The Cloak's ability is good until the beginning of your next turn and gives a -3 to hit penalty to any other players who are trying to shoot at your cow. Due to the extreme energy consumed by the device, it can only be used twice. So, you turn it "on", it lasts for 3 turns, then it automatically turns off. You can do this twice (two, 3-turn intervals). Ya ever see Predator? Well there ya go.

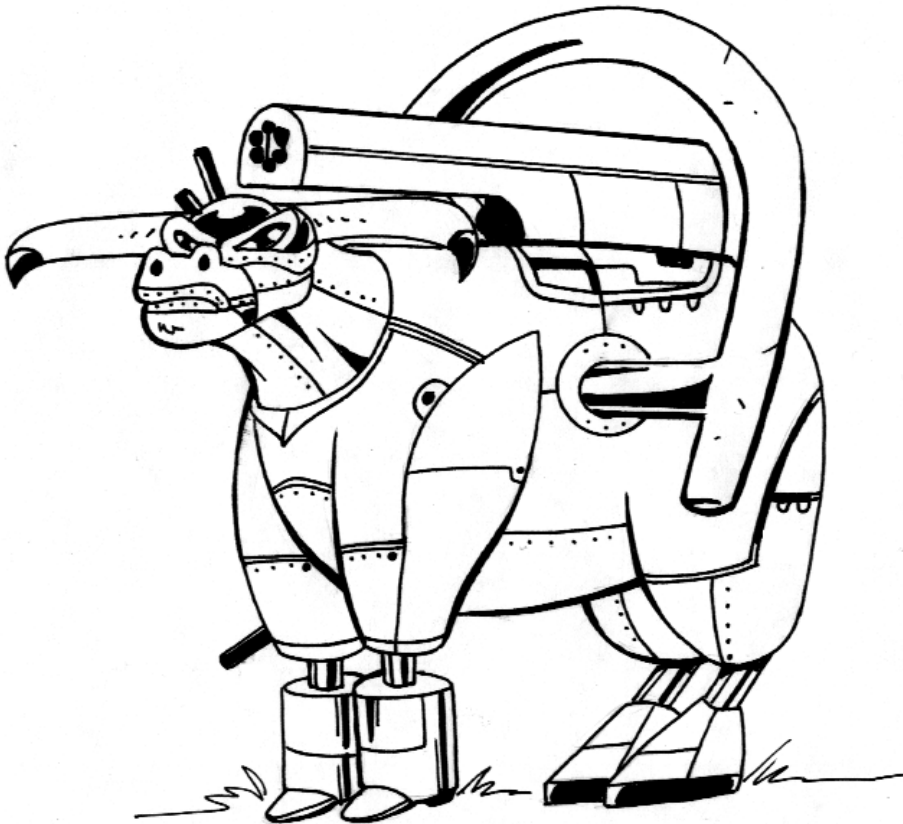
RADAR: Helps your targeting; giving your cow a +2 when firing Rockets, Missiles, Bazooka Rockets, Stingers and S.C.U.D.s.



ROLLCAGE: This helps your cow from being tipped over in any direction. If a Battle Cattle fails its initial TDN roll and is planning to fall over, roll 3d6 against your TDN to see if you roll back over onto your hooves!

SHIELD GENERATOR: This item "beefs" your cow up to the max. Each level automatically reduces every projectile attack (i.e. bullets, rockets, etc.) by a 1d6 roll worth of damage. This item takes up only one slot, protects your cow on all sides, but needs to be placed on a specific side of your harness and is vulnerable to destruction like any other weapon. The shield does not protect against ramming related damage or items which do not fire.

- LEVEL 1**..... Reduces enemy damage by 1d6
- LEVEL 2**..... Reduces enemy damage by 2d6
- LEVEL 3**..... Reduces enemy damage by 3d6



MODIFICATIONS

Modifications are additions to your Battle Cattle that do not take up harness slots, and end up being internal or external physical changes to the cow that are not in direct correlation of being a harnessed item. Modifications can be used in addition to a weapon each turn if applicable. For example, your Battle Cattle can fire its autocannon, moo-ve, take a slice with its steak knife, whack them with their cud-gel, drop its doomsday udder, then moo-ve away...OUCH!

ADAMANTIUM HORNS: Adamantium horns are simply horns that have been impregnated with adamantium. This gives them extra strength as well as a sharper point. These will give you one extra damage die to roll when ramming.

ADRENAL IMPLANT: An Adrenal Implant is a small device inserted near the heart of your Battle Cattle. When activated, it will double your moo-vement for one turn and provide you with two separate attacks during the turn. After one use, the implant will disintegrate.

BIONIC LEGS: These legs were developed by Dr. S. Austin. Your cows normal legs are remoo-ved and replaced by these new and improved bionic ones. They add to the maximum weight your cow can carry, as well as adding damage to trampling.

- LEVEL 1**.....Adds 500 pounds to your maximum weight and adds 1 die to your trample roll.
- LEVEL 2**..... Adds 1,000 pounds to your maximum weight and adds 2 dice to your trample roll.
- LEVEL 3**..... Adds 1,500 pounds to your maximum weight and adds 3 dice to your trample roll.

CLEAVER: This is better than your average steak knife. When added to the front of your Battle Cattle, it adds 2 die damage to your ram, if and only if, the armor being rammed is Kevlar or lower.

MODIFICATIONS

If the armor is stronger, then the extra damage is not applied. When added to the left or right side of your Battle Cattle, it does 3d6 slicing damage as you run by an opponent. And again, if the armor is stronger than Kevlar, the damage does not apply. Base to hit of "6" with no point blank range bonus.

CUD-GEL: Tail only modification that swings and hits like a mace for 2d6 damage against enemies in an adjacent space when your target is behind you. Base to hit is "6" with no point blank range modifier.

DAIRY BELLE: This is an alteration to your cows voice box. The constant altered moo of your cow will disrupt your attackers equilibrium when they are attacking from short range or less, thus giving them a -2 to their to hit roll.

DOOMSDAY UDDER: Designed to be used in desperation for survival, the Domsday Udder is built as a bomb that detaches from your cow and explodes when your cow's turn is over. You better be at least three spaces away because the 4d6 radius effect goes out two spaces. And yes, once the udder is dropped, you lose all weapons within the slots. Rolling a "2" (no modifiers or adjustments) on 2d6 is the only way it will miss.

ENHANCED REFLEXES: These implants increase the natural dodging ability for your Battle Cattle. The minus to hit is not effective when your cow is tipped.

LEVEL 1.....Permanent -1 to hit by enemies.

LEVEL 2..... Permanent -2 to hit by enemies.

LEVEL 3..... Permanent -2 to hit by enemies and +1 to your cow's moo-vement.

EXPLOSIVE HORNS: These horns explode upon impact when ramming another Battle Cattle. They only have one charge, but add 4 extra dice to your ramming roll to the side being rammed, and submits 1 die of damage to your cows front.

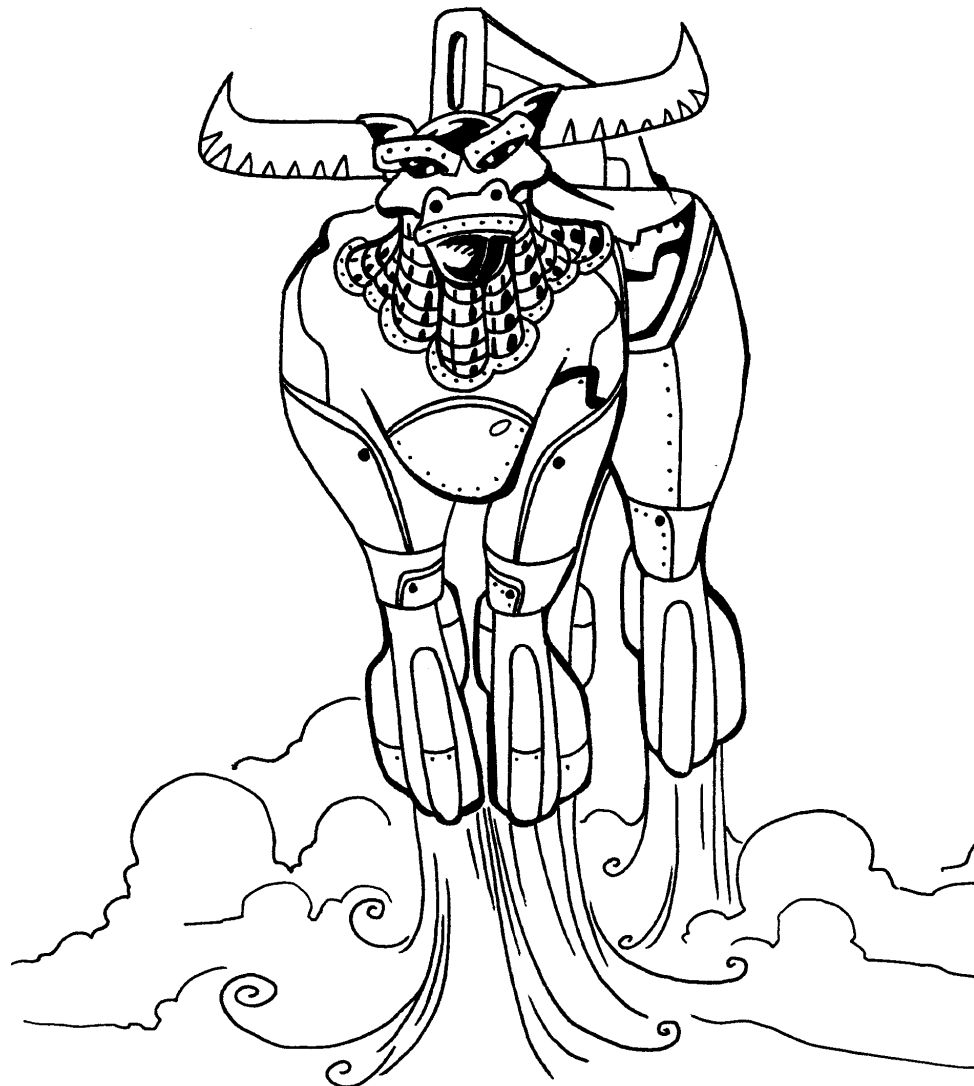
MODIFICATIONS

FIFTH LEG: This makes your cow hung like a...oh, nevermind. Gives your cow a +2 bonus to your TDN roll. Does not help your cow when trying to get up from being tipped.

HOVER HOOVES: These handy-dandy items help moo-ve you along a little bit faster.

LEVEL 1..... Permanent +1 moo-vement

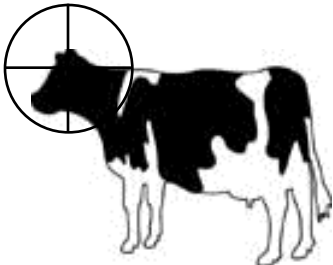
LEVEL 2..... Permanent +2 moo-vement



METHANE IMPLANT: This implant can only be used to a maximum of short range and replaces a cows existing digestive system with specialized odor-enhancing elements. The methane produced from this implant automatically knocks your opponent unconscious for one entire round. Though the cow is unconscious, this does not mean the cow is tipped. Cows sleep standing up so no automatic tip would occur, only a -3 to the cow's TDN if rammed or fired upon in the same turn. You may think it would be easier than that to tip a sleeping cow, but we all know how hard that can be...Once the gassed opponent recovers, their weapon attack(s) for the next round is increased in difficulty by +3, and their possibility to tip another cow is impossible.

MONOFILAMENT TAIL: This handy little accessory is only good at point-blank range, and only when your target is behind you, but it inflicts severe damage (4d6), especially for its price. Base to hit is "6" with no point blank range bonus.

SERRATED HORNS:
Serrated Horns are just that. Serrated. Ya know, like a knife? These add 2 extra dice to your roll when ramming.



SIGHT AMPLIFICATION: Sight Amplification brings what you are looking at closer to you. Each level gives you a "to-hit" bonus.

- LEVEL 1**..... Adds a +1 to your "to-hit" roll
- LEVEL 2**..... Adds a +2 to your "to-hit" roll

SPIKED HOOVES: Simple enough. Hooves with spikes on them. Kinda like golf shoes for cows. These hooves give you one extra die to your Trampling roll.

STEAK KNIFE: This is not your ordinary kitchen utensil. When added to the front part of your Battle Cattle, it adds 1 die

damage to your ram, if and only if, the armor being rammed is Kevlar or lower. If the armor is stronger, then the extra damage is not applied. When added to the left or right side of your Battle Cattle, it does 2d6 slicing damage as you run by an opponent. And again, if the armor is stronger than Kevlar, the damage does not apply. Base to hit of "6" with no point blank range bonus.

STEER-ING WHEEL: This little accessory helps your Battle Cattle with its turning ability. Adding this will eliminate counting two moo-vement points towards turning. So, instead of taking four points to turn 180 degrees on a hex map, it would now only take two.

TASER HORN OR TAIL: This enhancement can obviously be only to your front, or your back, your choice. Either way, the taser is only used up to short range and does 1d6 damage to all sides of your opponent, as well as stunning your opponent for one round unless they can roll their TDN with a +4 difficulty adjustment (i.e. Norwegian Red's TDN is "8"..."8" + "4" = "12"...ouch! They need a "12" or better on 2d6). Base to hit of "6" with no point blank range bonus.

TRIGGER HORNS: These are horns that compress upon impact. They automatically fire the front weapon they are connected to when ramming, resulting in an automatic hit (unless of course a "2" is rolled) of that weapon. The weapon connected to these horns cannot be part of another attack during the cows same turn. Shield Generators do not protect against a weapon fired via Trigger Horns.

WEAPON STABILIZER: A weapon stabilizer reduces a weapon's recoil, thus increasing its accuracy. This gives the weapon a +1 to hit. Stabilizers do not work on Lasers, Cattle Prods, Milk Bombs, S.C.U.D.s, Rockets, Flamethrowers or Missiles.

WEAPONS LINK: This link consists of a small computer that attaches two weapons together firing from the same side, so they will fire simultaneously as one attack. Roll independently for hit and damage. Cannot be combined with a Weapons Network.

WEAPONS NETWORK: This network consists of a small computer that connects two weapons together like a link, but one weapon on one side of your Battle Cattle, with a weapon on another side. The optimum use for this is to attack more than one opponent in one shot. Cannot be combined with a Weapons Link.

COMBAT

The Battle Cattle system has been designed to play using three different types of playing areas: A Hex Map, A Square Map or any flat surface with rulers being used for distances. Since we have included every option possible, the game can be played anywhere, anytime. (What a sales point - the first game that is flexible and adapts to the consumer)

For simplicity, each cow is one inch long (or fills up a single square or hex) on the gameboard, and each moo-vement point moo-ves your Battle Cattle one cow length.

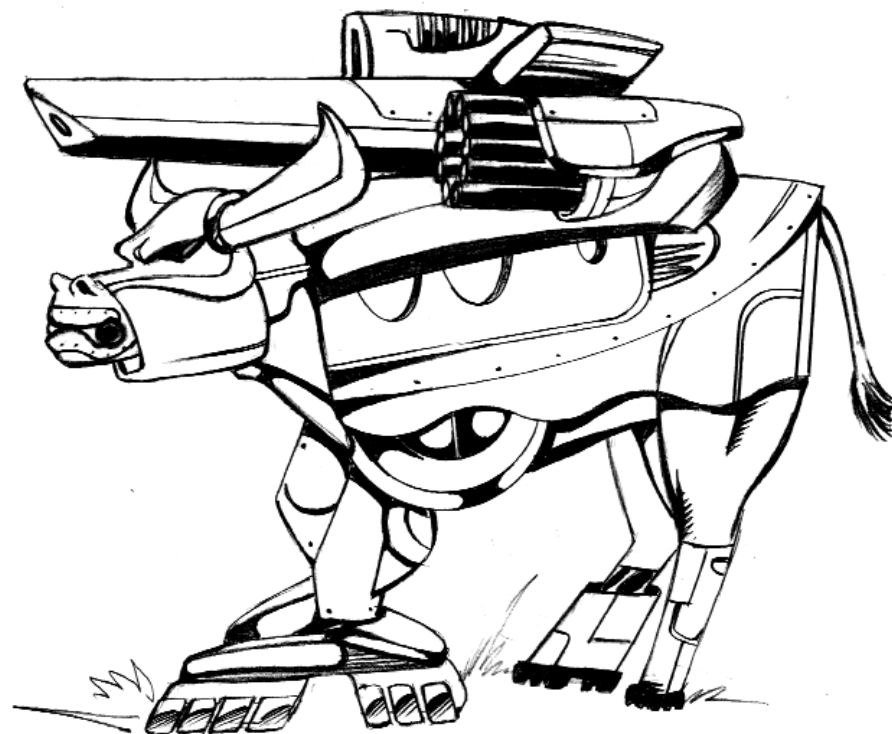
Starting points for each surface will be agreed upon by all players; be it the edge of the map, in the middle, or throwing your playing pieces randomly up in the air. If you cannot all agree, whomever paid for the game will decide.

HEX MAP: Using a hex map with six directional possibilities is probably the easiest scale to use. Moo-vement points are used for each hex moo-ved into, as well as turning to face another direction within the hex your cow is in at the time.

SQUARE MAP: Using a square map takes into consideration eight movement possibilities around your cow (four

sides and four corners of the square). Moo-vement points are used for each square moo-ved into, as well as turning to face another direction with the square your cow is in at the time.

FLAT SURFACE WITH RULERS: Not using any type of map can be somewhat difficult, but the game can still be played effectively. Each moo-vement point is equal to 1" (one-inch) on a ruler. Turning is taken care of by approximating a 45 degree angle for each moo-vement point. Thus, it would take four moo-vement points to turn around 180 degrees in the stationary spot of your cow. We do know how many arguments this kind of playing field can start, but please try to be fair. We're all mature adults, right?



INITIATIVE

The Battle Cattle with the highest moo-vement goes first. Combat is not considered simultaneous, thus the faster cow has the advantage of first attack each round. If there is a tie between two cow's moo-vements, then combat would be simultaneous and the turn would be considered to take place at the same time. (Yes, that does mean a "no winner" match could happen!)

The best way to resolve tied initiatives is to pre-determine what order, or roll 1d6 each time to see who goes first. Problems may occur where a supposed "simultaneous" turn gives a disadvantage to the next player. The best solution is to consider the damage from physical attacks to be simultaneous and moo-vements or tips to be effective when the player performs their moo-ve.

MOO-VEMENT

Moo-vement points can be used in any combination within a battle during your turn. For example, the Highland has a base moo-vement of "6". The Highland could use one moo-vement point, attack, and then use its last 4 moo-vement points to run away. Moo-ing backwards is at a cost of 2 moo-vements points. Your moo-vement cannot end on tipped or destroyed Battle Cattle.

ATTACKING

Once a target has been chosen and is in line of sight - LOS, meaning there is no other cow (or obstacle) blocking the majority of your chosen target, the attacking cow can choose to fire one single weapon (or set of linked weapons) from the appropriate firing side of your harness. Obviously, a cow with a machine gun mounted on its right side could not shoot an enemy that is in LOS on its left side. You do not fire a weapon on each side of your cow, but one single weapon from your entire arsenal.

If your cow is equipped with an udder that has a weapon in it, you may take a second attack during your turn as the udder works independently of your cow's harness. For example, you take your American Brahman, moo-ve 2, fire your linked machine guns for

1d6 each, hit your opponent, moo-ve 2 more to get next to them, drop a Vitamin D Milk Bomb for 4d6 and moo-ve away with your last 4 moo-vement points.

Targeting is simply deciding who you want to shoot, and which side of your target is possible to hit. A cow has five sides that you can target - front, rear, left, right and underside (udder targeting only, if it applies). You can only hit the side that falls into your LOS. If two sides are clearly available to you, you have the choice of which side you want to hit. We suggest using logic to determine what is in LOS. When deciding which side to attack, players may ask the status of a cow's side. The enemy should respond with damaged (armor has been damaged), undamaged (armor has been untouched) or breached (armor is destroyed).

For example, Andy wants to take a shot at Matt. He has a clear line of sight to Matt and from this angle he can shoot at either Matt's front or right sides. Andy decides to go for the right side.

When a target is legitimately in sight and the weapon of destruction is chosen, explain to the target that you are firing at them. Say something to the effect of, "Die you" or "I'm going to turn you into a cow patty". You will not receive any additional money for this, but it might make the game more fun to play. The attacker then rolls two six-sided dice (2d6). If the total of the two dice is equal to or more than the "to hit" number on the weapon chart, of course taking into consideration all modifiers and modifications, you hit! If not, well then, better luck next time. A good example would be Gina decides to fire at Bob with her Machine Gun. Her base to hit with a Machine Gun is 8. She is at point blank range (a +3), and she has Sight Amplification Level 1 (a +1). Gina needs to roll a 3 or better to hit ("8", minus "3", minus "1", equals "4"). The damage is taken care of by rolling the number of six-sided dice indicated under "damage" on the weapon chart and applying it to the side hit.

And by the way, a "2" always misses and a "12" always hits.

DAMAGE

If you succeed in hitting your target, roll the appropriate dice for the weapon's damage. Any damage done will be taken by the armor on that side. If the armor is totally destroyed on a side, all weapons on that side are also destroyed. Any further damage to that side goes directly to your Battle Cattle's health points. When your Battle Cattle's health points reach zero, your cattle has gone through The Golden Arches to heaven.

Let's say Sean successfully hits Pete's right side with a Heavy Laser. (Everybody) "Sean successfully hit Pete's right side with a Heavy Laser". Good. Sean rolls 6d6 and gets a 4,6,6,5,5, and a 5 for 31 points of damage. Pete only has Kevlar Armor on that side (30 points). Pete's right side armor is destroyed (along with any right side weapons) and his Battle Cattle has taken 1 point of damage. 31 (weapon damage) minus 30 (armor) is 1 (to body).

TIPPING

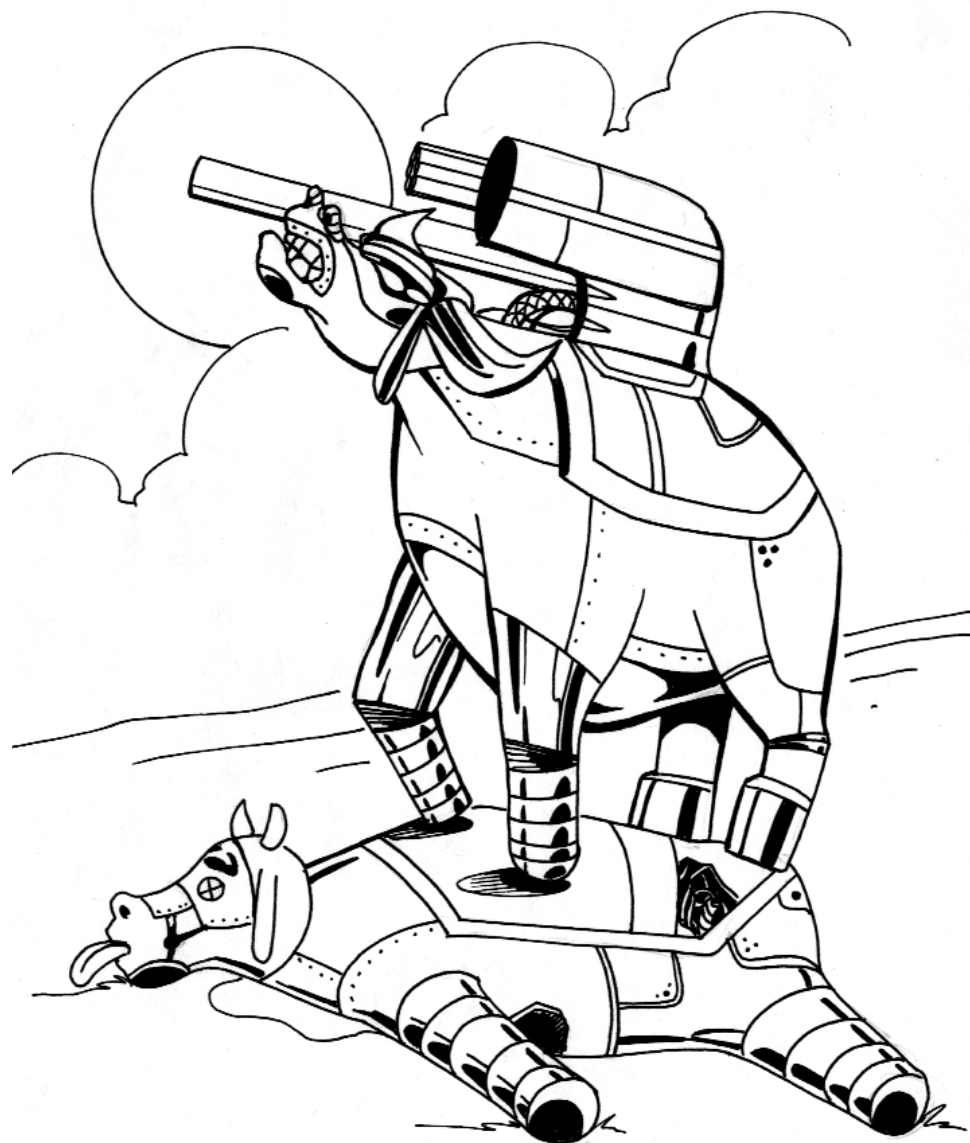
Many weapons have a tipping bonus. If the defending player's roll is equal to or higher than its Tipping Defense Number (TDN) with tipping modifiers from the weapon, the cow remains standing. If the player rolls below this number, the cow is tipped. For example, Bob shoots back at Gina's left side with a Recoilless Rifle and rolls a 10. Not only is this a successful hit, but it is also a possible tip. (A Recoilless Rifle has a +3 to tip) Gina's Battle Cattle is a Norwegian Red which has a TDN of 8. Gina needs a 11 or better on 2d6 to remain standing ($8+3=11$). She rolls a 7. Gina has now been tipped. She must now spend her next turn trying to get up. (See Getting Up)

In the case of linked weapons both hitting and both causing possible tips, the attacking player receives a +1 addition to tip. In other words, if Bob used two linked Recoilless Rifles, they both hit and have a possible tip, Gina would need to roll a 11 to remain standing. (She needs a 8 or better with a +2 and +1 to her die roll. $8+2+1=11$)

And by the way, a "2" is always a "tip" and a "12" is always "not tipped".

TRAMPLING

Trampling occurs when a player decides to run over a cow that has been tipped. Trampling does damage to all sides of your



GETTING UP

Battle Cattle, including the underside armor. This only applies if an udder is attached and covered with armor. Any damage to the underside beyond the armor destroys the udder and all its items, but does not add an extra side of damage to the Battle Cattle.

To trample, simply locate the size of your Battle Cattle versus the size of the opposing Battle Cattle on the Trample Chart, and roll that many dice for damage. That damage is applied to each side of the cow. Thus, if the trampler rolls 10 points of damage, 10 points is subtracted from all four sides of the trampled cow and the underside udder armor (if applicable). Using the previous example, Bob, on his next turn decides to trample Gina. So, he does. Since he has a Shorthorn and Gina has a Norwegian Red, Bob looks to the Trample Chart to see what he needs to roll. Since he has nothing that will modify his roll, like Spiked Hooves or Bionic Legs, he gets to roll 3d6 for damage. He rolls a 3, 5, and a 4 for a total of 12. Gina must now subtract 12 points from all four sides of armor and the underside armor (if any). If no armor covers the front, rear, left or right sides, the trample damage for each unarmored side is applied to the cows remaining health points...And yes, you can trample more than once during your turn if you have enough moo-vement points.

TRAMPLE CHART				
TRAMPLER	TRAMPLEE			
	Light	Medium	Heavy	Extra Heavy
Light	+2d6	+1d6	+1d6	+1d6
Medium	+3d6	+2d6	+1d6	+1d6
Heavy	+4d6	+3d6	+2d6	+1d6
Extra Heavy	+5d6	+4d6	+3d6	+2d6

GETTING UP

After your Battle Cattle has been tipped, you need to get back up! All you have to do is roll your TDN or lower at the beginning of your next turn. If successful, you can continue your turn using half

RAMMING

your moo-vement points (rounded down) to get up, then use the remaining points for normal moo-vement.

RAMMING

A collision is when the front of a cow runs into a part of another, or in game turns, when one cow uses a moo-vement point to run into another cows space. A moo-vement is used to signify the ram, but the cows still are considered in adjacent spaces.

Some cattle will inflict bonus damage due to their horns, the range they started the straight ram from or special modifications. After the collision, one or both of the cattle will need to roll against their TDN. If a cow has enough moo-vements points, it is possible to fire and ram during the same turn. The number of damage dice rolled for ramming is equal to the number of forward spaces made (without turning) directly towards the opposing cow modified by the number in the Ramming Chart that follows. And, I'm sorry to say that one more adjustment needs to be made...Your Battle Cattle gets a die bonus (or penalty) due to its size:

SIZE ADJUSTMENT	
Light.....	-2d6
Medium.....	-1d6
Heavy.....	+1d6
Extra Heavy....	+2d6

RAMMING CHART				
RAMMER	RAMMEE			
	Light	Medium	Heavy	Extra Heavy
Light	0	-1d6	-2d6	-3d6
Medium	+1d6	0	-1d6	-2d6
Heavy	+2d6	+1d6	0	-1d6
Extra Heavy	+3d6	+2d6	+1d6	0

●

RAMMING

●

SUMMARY:

(# of forward moves) + (# result from Ramming Chart) +
(size bonus or penalty) = # of dice rolled for ram

There is always a 1d6 minimum damage roll no matter the result from the previous summary.

T-BONES: The ramming cow hits the side of another cow resulting in a very effective ram. The cow being rammed rolls their TDN at a penalty of +2 and suffer full ramming damage.

HEAD-ON: The same as above, but both Battle Cattle take full damage from the ram (not including horn bonuses if they apply), and the cow being rammed must roll against their TDN.

REAR-END: The cow being rammed rolls their TDN at a penalty of +1 (you didn't see it coming) and suffers full ramming damage. The ramming cow suffers one-half the damage rounded down.

BONUS DICE

Some cattle, such as the Texas Longhorn, get a ramming bonus due to their natural horns. Other Battle Cattle may add accessory horns. These bonus dice are rolled separately, and damage from these is applied directly to the rammed cattle.

For example, Bob has a heavy Battle Cattle, and he decides to ram Gina's medium cow. Bob turns with one moo-vement point to face Gina and moo-ves forward with his remaining three moo-vement points to ram Gina head-on with the front of his cow, thus resulting in a head-on collision. Bob will now roll 5d6. Bob has a heavy cow, while Gina has a Medium cow. He used three movement points to get to her and gets a +1 die bonus for size and a +1 die indicated from the Ramming Chart (Rammer "Heavy" vs. Rammee "Medium"). He rolls a 3,6,4,1 and a 6 for a total of 20

●

TARGETING MODIFIERS/COMBAT SUMMARY

●

points. Since it was a head-on collision, Gina applies the 20 points of damage to her front and Bob applies 20 to his front. Bob also has Serrated Horns which give him a +2 die bonus when ramming. He now rolls these 2 dice. Bob rolls a 3 and a 4 for a total of 7 points. Gina now takes an additional 7 points of damage to her front for a total of 27.

Since this was a head-on collision, Gina needs to roll her TDN. Gina rolls a 3 and is using a Norwegian Red needing a 8 or better. Well, Gina is now ground beef while Bob remains standing! Trample, anyone?

TARGETING MODIFIERS

RANGE

Each range number is equivalent to the type of playing field being used - equal to the number of hexes, squares or inches. Use the most direct and shortest route when determining range. The range number is in parenthesis, and the bonus (or negative) to hit are second:

RANGE	
Point Blank (1).....	+3 to hit
Short Range (2-6).....	+0 to hit
Medium Range (7-11).....	-1 to hit
Long Range (12-19).....	-2 to hit
Home on the Range (20+).....	-3 to hit

TYPE OF TARGET	
Light Cow.....	-1 to hit
X-Heavy Cow.....	+1 to hit
Tipped Cow.....	+2 to hit

COMBAT SUMMARY

- C)** Roll to hit
- O)** Roll damage (if applicable)
- W)** Roll for tipping (if applicable)

RANCHES

With this optional rule, each player will own an entire ranch full of cows. Each player will receive a predetermined amount of money to start his or her ranch. We suggest \$150,000. With this money, the owner may then design cows based on the contests set for the group of ranchers.



For example, four players will get together at regular intervals, say the last Sunday of each month for a game. No other player can enter the group of ranchers since adding new people midstream would be unfair to others. Each game will have a random dollar amount that no player may exceed for his or her Battle Cattle. A roll of 1d6 multiplied by \$10,000 determines the type of arena. If the next game was to be a \$20,000 arena, each player will use money from his or her ranch and design any type of cow for \$20,000 or less, or use existing cows from previous battles. If a player does not have enough money to build a cow for the contest, he is out until a game fits their budget or he is the only other ranch that can fight against someone. Similarly, if someone only has a cow from a previous match that is more than the arena allows, that cow cannot enter unless their total cost is altered for the game. The changes can be weapons, armor, accessories and modifications, but not the physical cow itself.

The prize money (10% of \$20,000 - or \$2,000 from the above example) would be similar to single battle play and there is no room for second or third place as the last player in the arena determines the winner. This money will then go into the Ranch account to be spent by the owner; whether to invest in a new cow for another battle, or upgrade an old one.

Cows that walk away winners not only receive the 10% prize money, they receive services to repair their armor to the original condition at the beginning of the battle (including sides that were completely destroyed) and medical attention to build their hit points back to the initial value.

Winning a round also gives your ranch the ability to build cows 10% beyond the maximum limit for all future games. So, if you win the first arena of \$10,000, you receive a \$1,000, get your cow repaired, get healed and when the next arena is played, say it was rolled at \$30,000, you will be able to bring in a Battle Cattle valued at \$33,000! This advantage then becomes cumulative if you win future games as well. So that 10% can turn into 20%, then 30%, etc.

Lastly, money cannot be loaned from one Ranch to another. (After all, you don't see donations from WOTC coming this way to make *Battle Cattle: The Collectible Card Game*, do you?)

BONUSES

All players should keep track of all tips or kills that they score during ranch games. These will be worth money if you are the winner. Winners can also salvage other cow's weapons for money. Any item on a defeated Battle Cattle's harness is salvageable for either your cow to use or to trade in for money (see Upgrading). If a Battle Cattle decides not to give another cow the glory of its death, they may run off the board forfeiting everything for that game. Following is a list of bonuses:

Trample: \$50 each.

Tipping: \$100 each.

Kill: \$500 each.

HEALING

Healing your Battle Cattle is a simple matter and only applies to players whose Battle Cattle ran out of a ranch game in fear of dying horribly. The cost for medical treatment is \$10 per health point lost in combat. So, if Bob's cow lost 38 health points during

the course of the last battle, it will cost him \$380 to bring his Battle Cattle back up to full strength.

REPAIRING ARMOR

Repairing armor is simple as well for the bovine turned chicken. Armor damaged in combat can be repaired to its maximum at one-half the purchase price no matter how damaged. There must be at least one point of armor left to be able to perform repairs.

UPGRADING

There is no way to upgrade weapons or accessories, but you can sell your used items back at one-half cost (depreciation and trampling, ya know) towards the purchase of new ones. Obviously, you cannot sell destroyed weapons or modifications permanently fixed to your current Battle Cattle. Accessories that require a harness slot can be traded in though.

You may also sell your base Battle Cattle at one-half cost (same depreciation and trampling problem as above) towards the purchase of a new one (the cow must still be alive, no carcasses!). You may still keep usable weapons and the harness from your past Battle Cattle and put them on your new one.

Basically, you can continuously trade in your cow harness or weapons in any combination you desire. We do argue here about how insensitive to your cow's feelings it would be if you traded them in, so maybe trading in your cow should be an optional rule. I guess it all depends on how much of a relationship you have with your cow...and that's personal... between only you and your cow...and some soft music...a few candles...

WINNING THE GAME

In single battle play the winner is determined as the last Battle Cattle standing, whether all other cows have been destroyed or others have given up. In terms of the winner in a ranch series, this is determined by the last ranch with money in the bank. Either way, always keep in mind that its all about getting the other cows prepared for being a Key Buy at the local supermarket!

CONCLUSION

If you keep buying our games, we'll keep making them. Maybe if you support Battle Cattle we could sell the movie rights to someone for millions! Just imagine; the evil Dr. Angus, vying for world domination, can only be stopped by one group of specially created super heroes - Battle Cattle! Ta Dah! Oh well, we can only dream. Thanks again for your support!



CATTLE-LOG OF ITEMS

APPENDIX 1 WEAPONS

Weapon	Slots	Weight	Dmg. (d6)	To Hit	Tipping	Cost
Anthrax Air Raid	1	50	see pg20	-	-	\$2,800
Autocannon	2	400	4	5	+3	\$2,500
Bazooka	2	180	-	6	-	\$800
Bazooka Refill of 3	-	30	2	-	+2	\$300
Cattle Prod 50,000 Volts	1	15	2	4	-	\$800
Cattle Prod 100,000 Volts	1	15	4	4	-	\$1,500
Cattle Prod 150,000 Volts	1	15	6	4	-	\$2,200
Cattle-Pult	1	550	-	8	-	\$1,100
Cow Patties, Set of 6	1	120	-	-	-	\$450
Dart Gun	1	10	-	7	-	\$1,500
Dart, Hoof & Mouth Disease	-	5	see pg23	-	-	\$500
Dart, Lactose Intolerant	-	5	see pg23	-	-	\$500
Dart, Mad Cow Disease	-	5	see pg23	-	-	\$900
Flamethrower	2	300	2	4	-	\$250
Grenade Launcher	2	200	-	7	-	\$500
Grenade, Concussion	-	10	Tips	-	+4	\$25
Grenade, Normal	-	10	2	-	+1	\$25
Laser, Heavy	3	600	6	5	-	\$4,000
Laser, Light	1	200	2	5	-	\$1,500
Laser, Medium	2	400	4	5	-	\$2,500
Machine Gun	1	100	1	8	+1	\$750
Machine Gun, Heavy	2	350	3	7	+2	\$1,500
Micro Missile Launcher	2	200	-	-	-	\$600
Micro Missile Refill of 6	-	-	1/2	6	-	\$150

Milk Bomb, 1%	1	25	2	-	-	\$175
Milk Bomb, Buttermilk	1	25	5	-	+3	\$550
Milk Bomb, Low Fat	1	25	3	-	+1	\$300
Milk Bomb, Non-Fat	1	25	1	-	-	\$50
Milk Bomb, Vitamin D	1	25	4	-	+2	\$450
Mini Moo	2	225	varies	varies	-	\$2,800
Recoilless Rifle	2	200	3	6	+3	\$1,900
Rocket, Heavy	3	150	6	7	+4	\$800
Rocket, Light	1	50	2	7	+2	\$200
Rocket, Medium	2	100	4	7	+3	\$400
S.C.U.D.	1	50	3	5	+1	\$500
Stinger	1	25	-	6	-	\$500
Vulcan Machine Gun	2	250	2	7	+1	\$1,000

APPENDIX 2 ARMOR

Armor Type	Weight Per Side	Damage Points	Cost Per Side
Plastic	30	15	\$100
Reflective Armor	0	0	\$200
Camoo-flage	0	0	\$300
Kevlar	40	30	\$300
Moo-Moo	20 Total	see pg29	\$400 Total
Plate Pail	60	40	\$500
Titanium	100	50	\$800
Adamantium	80	70	\$1,200
Super Unknownium	50	85	\$1,800
Unbelievium	50	120	\$2,500

APPENDIX 3 ACCESSORIES

<u>Accessory</u>	<u>Slots</u>	<u>Weight</u>	<u>Cost</u>
Booster Pack	2	300	\$1,900
Bulldozer	1	400	\$800
Chocolate Milk Slick	1	25	\$600
Claymore Armor Mine	0	75	\$1,200
Cloak Generator	1	100	\$1,750
Radar	1	25	\$1,200
Rollcage	3	600	\$2,200
Shield Generator Level 1	1	25	\$1,800
Shield Generator Level 2	1	50	\$2,500
Shield Generator Level 3	1	75	\$3,800

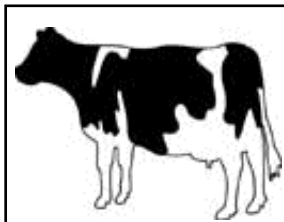
APPENDIX 4 MODIFICATIONS

<u>Modification</u>	<u>Weight</u>	<u>Cost</u>
Adamantium Horns	0	\$500
Adrenal Implant	0	\$800
Bionic Legs Level 1	0	\$1,000
Bionic Legs Level 2	0	\$1,800
Bionic Legs Level 3	0	\$2,400
Cleaver	20	\$850
Cud-gel	50	\$750
Dairy Belle	0	\$1,200

Doomsday Udder	0	\$2,800
Enhanced Reflexes Level 1	0	\$1,200
Enhanced Reflexes Level 2	0	\$2,000
Enhanced Reflexes Level 3	0	\$2,600
Explosive Horns	0	\$1,000
Fifth Leg	50	\$1,500
Hover Hooves Level 1	60	\$800
Hover Hooves Level 2	60	\$1,200
Methane Implant	25	\$1,000
Monofilament Tail	25	\$1,250
Serrated Horns	0	\$800
Sight Amplification Level 1	0	\$1,000
Sight Amplification Level 2	0	\$1,750
Spiked Hooves	0	\$350
Steak Knife	20	\$600
Steer-ing Wheel	15	\$950
Taser Horns or Tail	0	\$1,200
Trigger Horns	25	\$800
Weapon Stabilizer	10% of Weap.	\$900
Weapons Link	0	\$600
Weapons Network	0	\$850

BATTLE CATTLE BOVINE RECORD SHEET

COW NAME **CHIFORD**
 TYPE **SUSSEH**
 MOO-VEMENT **8**
 SIZE **HEAVY**
 TDN **5**
 MAXIMUM WEIGHT **2,350**
 REMAINING WEIGHT **1,380**
 BEGINNING FUNDS **\$15,000**
 REMAINING FUNDS **\$50**



HPs: 42

HARNESS SLOTS UDDER SLOTS
LIGHT **5** **NONE**

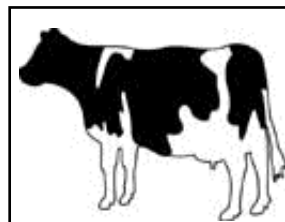
WEAPON	DAMAGE	SLOTS	TO HIT	TIPPING	POSITION
Recoilless Rifle	3d6	2	4	+3	Front
Flamethrower	2d6	2	2	0	Rear

ARMOR	POINTS	POSITION
Titanium	50	Front (w/ Camoo-flauge & Reflective Armor)
Kevlar	30	Left
Kevlar	30	Right
Kevlar	30	Rear
n/a		Underside

ACCESSORIES	MODIFICATIONS
	Enhanced Reflexes 3
	Hover Hooves 2
	Sight Amplification 2
	Steer-ing Wheel

BATTLE CATTLE BOVINE RECORD SHEET

COW NAME **REGUS**
 TYPE **JERSEY**
 MOO-VEMENT **11**
 SIZE **LIGHT**
 TDN **9 (base) 7 (w/ 5th leg)**
 MAXIMUM WEIGHT **1,200**
 REMAINING WEIGHT **70**
 BEGINNING FUNDS **\$15,000**
 REMAINING FUNDS **\$50**



HPs: 28

HARNESS SLOTS UDDER SLOTS
LIGHT **5** **NONE**

WEAPON	DAMAGE	SLOTS	TO HIT	TIPPING	POSITION
Recoilless Rifle	3d6	2	4	+3	Rear
Autocannon	4d6	2	3	+3	Front

ARMOR	POINTS	POSITION
Adamantium	70	Front
Plate Pail	40	Left
Plate Pail	40	Right
Adamantium	70	Rear
n/a		Underside

ACCESSORIES	MODIFICATIONS
	Cleaver (left side)
	Cleaver (right side)
	Fifth Leg
	Hover Hooves 2
	Sight Amplification 2

BATTLE CATTLE

BOVINE RECORD SHEET

COW NAME	HOLGUS
TYPE	ANGUS
MOO-VEMENT	7
SIZE	MEDIUM
TDN	9
MAXIMUM WEIGHT	1,250
REMAINING WEIGHT	160
BEGINNING FUNDS	\$15,000
REMAINING FUNDS	\$150

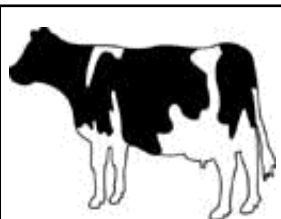
HPs: 37

HARNESS	SLOTS	UDDER	SLOTS
NONE		HEAVY	3

WEAPON	DAMAGE	SLOTS	TO HIT	TIPPING	POSITION
Heavy Laser	6d6	3	3	0	Udder

ARMOR	POINTS	POSITION
Plate Pail	40	Front
Plate Pail	40	Left
Plate Pail	40	Right
Plate Pail	40	Rear
Titanium	50	Underside

ACCESSORIES	MODIFICATIONS
	Adrenal Implant
	Enhanced Reflexes 2
	Explosive Horns
	Sight Amplification 2

**HPs: 37**

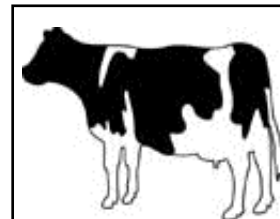
COW NAME	HOLGUS
TYPE	ANGUS
MOO-VEMENT	7
SIZE	MEDIUM
TDN	9
MAXIMUM WEIGHT	1,250
REMAINING WEIGHT	160
BEGINNING FUNDS	\$15,000
REMAINING FUNDS	\$150

HARNESS	SLOTS	UDDER	SLOTS
NONE		HEAVY	3

WEAPON	DAMAGE	SLOTS	TO HIT	TIPPING	POSITION
Heavy Laser	6d6	3	3	0	Udder

ARMOR	POINTS	POSITION
Plate Pail	40	Front
Plate Pail	40	Left
Plate Pail	40	Right
Plate Pail	40	Rear
Titanium	50	Underside

ACCESSORIES	MODIFICATIONS
	Adrenal Implant
	Enhanced Reflexes 2
	Explosive Horns
	Sight Amplification 2

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HPs:

COW NAME	
TYPE	
MOO-VEMENT	
SIZE	
TDN	
MAXIMUM WEIGHT	
REMAINING WEIGHT	
BEGINNING FUNDS	
REMAINING FUNDS	

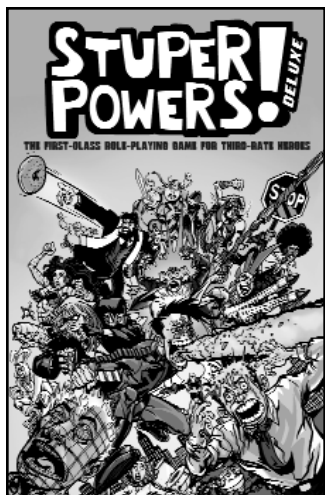
HARNESS		SLOTS		LUDDER		SLOTS	

WEAPON	DAMAGE	SLOTS	TO HIT	TIPPING POSITION
1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20
21	22	23	24	25
26	27	28	29	30
31	32	33	34	35
36	37	38	39	40
41	42	43	44	45
46	47	48	49	50
51	52	53	54	55
56	57	58	59	60
61	62	63	64	65
66	67	68	69	70
71	72	73	74	75
76	77	78	79	80
81	82	83	84	85
86	87	88	89	90
91	92	93	94	95
96	97	98	99	100

ARMOR	POINTS	POSITION
		Front
		Left
		Right
		Rear
		Underside

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Target Vomit?!?



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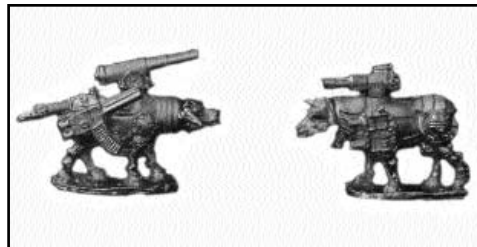
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