How To Make The Board:
1. Draw a square 4u x 4u (u = any unit)
2. Divide the square into 16 squares 1u x 1u by drawing three vertical lines and three horizontal lines through the square.
3. Draw a diagonal from the upper leftmost corner to the lower rightmost corner.
4. Draw a diagonal from the upper rightmost corner to the lower leftmost corner.
5. Draw a diagonal from the center of the left side to the center of the top side.
6. Draw a diagonal from the center of the top side to the center of the right side.
7. Draw a diagonal from the center of the right side to the center of the bottom side.
8. Draw a diagonal from the center of the bottom side to the center of the left side.
### Rules for Warp Pawns Business Card Game

by Lloyd Krassner graphics by Codexier. Print out the board and counters on a business card and these rules on the back:

Each Player sets up 7 pawns on their back 2 rows. Players take turns moving one pawn at a time. The top number on a pawn is the distance it can move diagonally. The bottom is the number of hexes it can move forward. If you land on an enemy pawn you capture it. Pawns may not jump and can not move backwards. A pawn that reaches the opponents back row is teleported by his owner back to any space on the owners back row. You win if you capture 5 enemy pawns.

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VTOL Units for Ogre/GEV

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