

BUG HUNTER SNIPER!™

PART 7: SCENARIOS

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[327.1] Setting Up the Maps

The ship maps are lettered A-D. The planetary maps are printed on the reverse side of the ship maps and lettered E-H. The planetary maps are geomorphic; that is, they can be joined along the edges to make up a great number of different larger maps.

A given map layout can be identified by recording the letter and noting whether the sheets are rotated (see diagram).

[327.2] Secret Deployment Option

In most scenarios, the uncertainty about the Preds is simulated by the dummy counters and random alien powers. However, even more uncertainty can be added by allowing the Pred player to set up, and possibly move, in secret.

If the Pred player is instructed to deploy his force before the game begins in a specific part of the map, this deployment is done secretly—the Human player will not know the location of the Preds until they are revealed during the course of play.

The Pred player can write the locations of his pieces by hex number on a sheet of paper. Alternately, if space permits, he can simply place his units on the second copy of the map, hidden from the view of the Human player, and then watch as the human forces move on the map that will serve as the actual playing surface.

A concealed Pred or dummy must be placed on the map when it moves in a human's line of sight, attacks, or moves within five hexes of a motion tracker.

[238.0] Ending the Game

The game ends after a certain number of Preservation Interphases, when the humans reach their preservation level, or when one side has been completely eliminated, as specified in the scenario groups.

At the end of the game, all Preds still alive but in a holding area (see 303.7) are assumed eliminated for victory purposes.

The *Bug Hunter* game contains a host of individual scenarios. Six main groups of scenarios are presented here: *Contact*, *Mopping Up*, *Final Outpost*, *The Most Dangerous Game*, *Coming Home* and *Revolt*. In addition, two special scenarios are provided. *Abandon Ship* is a solo adventure with the Preds attacking randomly. *It Came From Outer Space* is a special **SNIPER!** expansion scenario that uses any one of the earlier games in the series.

In each general group, different forces for each side are detailed, allowing players to play scenarios involving many different types and numbers of Preds and humans. The Human player usually has a choice of spaceship crew, colonist, or marine forces, while the Pred player can take either individual or Swarm Preds. As most scenarios can be set on either the ship or planetary map, the number of possible scenarios is very great indeed!

The description of each scenario group outlines the situation, and provides special rules that apply to that group of scenarios; including victory conditions, orders of battle for various settings, and so on.

[327.0] Setting Up

Lay out the maps on a flat surface. Place the player card with the activation tracks alongside the map. The players should sit on opposite sides of the map. Separate the counters needed for the scenario and sort them by type. Each player should have a copy of the roster sheet.

Consult the order of battle for the scenario. Each player selects counters to represent his forces and enters their ID numbers on his roster. If the ability rating rules are being used (308.0), each player determines these additional characteristics for his men or Preds and completes his squad roster.

When the order of battle lists a vehicle for a scenario, that vehicle comes with a complete crew.

[329.0] Contact!

An unknown alien organism is loose. The only thing that is known about it for sure is that it may be dangerous. A small group of colonists or a spaceship crew must track down the creature and either trap it, remove it from the base or ship, or kill it.

[329.1] Set-Up

Spaceship: Use the entire ship. The Pred player sets up his pieces wherever he wants (concealed deployment is not used). The Human player must set up so that humans have line of sight to at least three Pred counters. The Human player cannot examine those counters until after the game begins.

Colony: The Pred player chooses three maps. The Human player arranges those maps side by side, as shown. Set up is otherwise the same as for the spaceship scenario.

[329.2] Movement to Contact

Contact has already occurred. Proceed with the standard sequence of play.

[329.3] Game Length

The game ends when the human declares his third Preservation Interphase, all humans are dead, or all Preds are dead.

[329.4] Victory

The Human player wins if all Preds are killed. The Pred player wins if at least one Pred survives at the end of the scenario.

[329.5] Special Rules

The Pred player has the initiative for the first turn. Both players roll to determine how many sighting markers they are allowed, but the Pred automatically get to draw the first activation chit.

During the first Preservation Interphase, the Human player can reequip his characters with two flamers, three pistols, and one motion tracker. These can be assigned to whomever he wants. During the second Preservation Interphase, the Human player gets four tranquilizer gas grenades. The humans get no other weapons or grenades.

The human headquarters is the Dining Area aboard ship or the Conference Room in the planetary base (use building 3521 if the conference room is not in play).

The planetary atmosphere is vacuum.

[329.5] Orders of Battle

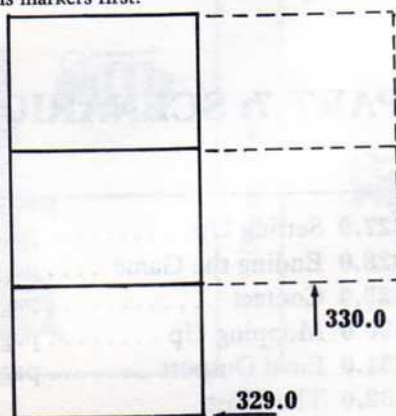
Ship crew (colonists): 4 UNA (nets), 3 prods; track B; pres 4.
Individual Preds: 2 Preds, 6 dummies; track B.

[330.0] Mopping Up

After a desperate battle the humans have come out ahead. Now they face the loathsome task of cleansing their base of any remaining Preds before the creatures can reestablish themselves.

[330.1] Set-Up

The Human player sets up all four base maps however he wants in the arrangement shown. The Pred player chooses any one mapsheet to set up on. After the Preds are set up, the Human player sets up anywhere he wants except on the mapsheet where the Preds are set up. When both sides are set up, each player places two Shut Down markers anywhere on the map where he wants. The Human player places his markers first.



[330.2] Movement to Contact

Contact has already occurred. Use the normal sequence of play throughout the scenario.

[330.3] Game Length

Play until all Preds are dead or incapacitated, or the humans reach their preservation limit.

[330.4] Victory

The Human player wins if all Preds are killed or incapacitated. The Pred player wins if the humans reach their preservation limit. If both of these events happen simultaneously, the Preds win.

[330.5] Special Rules

The Preds are native and the atmosphere is hostile. The humans have 2 motion trackers. Destruction of the base is not allowed.

[330.6] Orders of Battle

Individual Preds: 10 Preds, 8 dummies; track C.
Swarm Preds: 30 Preds; track E.
Frontac Marines: 5 ER, PR, LR, AGL; track B; pres 17.
Colonists: 4 ACR, 2 MP, MG, 3 FL; track D; pres 20.

[331.0] Final Outpost

A valiant but beleaguered group of humans is prepared to make its final stand in the face of overwhelming odds.

[331.1] Set-Up

Spaceship: The Human player rolls both dice, adding three to both results. This randomly selects two decks of the ship. The Human player can select one of these decks, plus the deck immediately above or below, to defend. He must set up on both decks, with no more than eight humans per deck. The Pred player then sets up however he wants on any decks not occupied by humans.

Colony: The human selects one map section to defend. The Pred player then places the remaining three map sections however he wants. At least two sections must adjoin the humans' section. The human force sets up first on its map section. The Preds set up second anywhere on their map sections.

[331.2] Movement to Contact

Only Preds can move until at least one Pred counter is flipped over and revealed. Humans can do any prep or combat tasks prior to contact, but no movement.

[331.3] Game Length

The game ends when all Preds or all humans are dead or incapacitated.

[331.4] Victory

The side with healthy or wounded pieces on the map when the game ends is the winner. If the base or ship is destroyed, the game is a draw.

[331.5] Special Rules

The Preds are native. The humans have 2 motion trackers.

[331.6] Orders of Battle

Individual Preds: 19 Preds, 10 dummies; track D.
Swarm Preds: 50 Preds; track E.
Colonists/Crew: 4 ACR, 2 MP, MG, 2 FL; track C; pres 10.
Frontac Marines: 6 ER, AGL, PR, FL; track A; pres 12.



[332.0] The Most Dangerous Game

[332.1] Set-Up

The Pred player places a single individual Pred in the hex of his choosing on the cargo lift on deck 11.

The humans set up up anywhere the Human player wants on decks 1-9.

[332.2] Movement to Contact

Contact has already occurred. Use the standard sequence of play throughout the scenario.

[332.3] Game Length

The game continues until the Pred is dead, the entire crew is dead, the Pred is the sole occupant of the bridge, or the bridge deck is shut down.

[332.4] Victory Conditions

If the Pred is killed, the Human player wins. If the crew is wiped out, or the Pred clears or shuts down the bridge, the Pred player wins.

[332.5] Special Rules

The Pred is an alien version of Sergeant Rock-anroll (41.0). It has the following attributes:

- It uses activation track A and has an activation rating of 1.
- Its panic rating is 1.
- It has 10 movement points.
- It carries a pulse rifle/grenade launcher which never becomes unloaded.
- It can fire any type of grenade at will.
- It is never isolated.
- Its armor gives it a defense multiple of x3.
- Combat results against it are altered as follows: P results are normal, W becomes P2, I and K become W. It is never stunned.
- It is unaffected by vacuum or hostile atmosphere.

The humans command post changes during the scenario. Any time a Preservation Interphase is declared, the humans regroup two decks above the Pred's current position. The Pred can redeploy one deck below the humans. If the humans can't regroup, the Pred wins.

The lift is shut down and cannot be used in this scenario. No one, human or Pred, can enter the lift shaft.

The humans have 3 motion trackers.

[332.6] Orders of Battle

Crew: 2 ACR, 4 MP, GL, MG, 4 FL, 4 SC; track D; pres 14.

Frontac Marines: 10 ER, PR, AGL; track B; pres 21.



[333.0] Coming Home

Routine communications have gone unanswered for weeks. Suspecting the worst, a force of Frontac Marines is dispatched to investigate. Another bug hunt is underway.

[333.1] Set-Up

Spaceship: The marines will arrive aboard an assault boat. Before the Preds are set up, the human player decides which deck the assault boat will breach and which hex will be the breach. This information is noted on the humans' roster and kept secret from the Pred player. The Preds are then set up. When Pred set up is finished, the Human player reveals his docking site and places the assault boat on the map.

Colony: The Pred player arranges the four colony maps as he wishes. The Human player then selects a building as his initial target. The marines arrive in an IVHE. The Human player notes on his roster which map the IVHE will enter and which building the marines will enter first. This information is kept secret from the Pred player, who then sets up his pieces. When the Pred set-up is complete, the Human player reveals his target.

[333.2] Movement to Contact

No Preds can move until after a marine enters a building. All marines must enter the initial target building before any other building can be entered (the driver stays with the vehicle). Once the marines are inside, all pre-contact movement restrictions are lifted.

[333.3] Game Length

The game lasts through three Preservation Interphases. After the third Preservation Interphase, the game ends immediately the next time the humans reach their preservation limit. The game also ends when all of one side's pieces are dead or incapacitated.

[333.4] Victory

The Human player wins if all Preds are dead or incapacitated. The Pred player wins if Preds survive at the end of the scenario.

[333.5] Special Rules

The marines return to their vehicle during the first Preservation Interphase. In the second and third interphases, they can regroup in any room they choose which conforms to the following restrictions:

- On the spaceship, there must be no Preds anywhere on the deck or on any deck between the regrouping marines and their assault boat;
- In the colony, there must be no Preds anywhere in the building or in any building or accessway between the regrouping marines and their IVHE.

If none of these conditions can be fulfilled, the marines regroup in their vehicle. The Human player can choose to have the marines regroup in their vehicle even if another location is available.

The IVHE can move normally during the scenario. The assault boat, once placed, cannot move.

The marines have a light assault gun (LAG) on board their vehicle. This weapon can be assigned to any marine during a Preservation Interphase. Substitute the marine's counter for another with the appropriate weapon and note the switch on the roster.

The marines have 4 motion trackers.

The planet's atmosphere is benign.

[333.6] Orders of Battle

Frontac Marines: 10 ER, 2 PR, AGL; 1 assault boat or IVHE; track A; pres 10.

Individual Preds: 15 Preds, 10 dummies; track C.

Swarm Preds: 45 Preds; track E.

[333.7] Variations

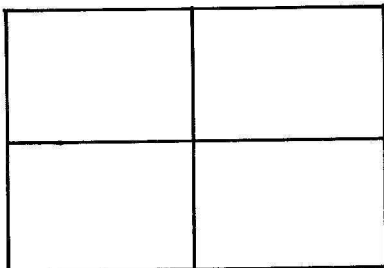
This scenario is excellent for play with three or four players. With three players, add a second human squad with 3 motion trackers under the third player's control. Give the Pred player 19 Preds, 10 dummies, and two extra Pred Powers. With a fourth player, split the Pred force in half and let one player control each portion. Each player determines his own initiative and draws his own activation chit (this will require one or two extra sets of activation chits).

[334.0] Revolt

A colony has announced its intention to throw off the yoke of colonial rule. A force of Frontac marines was quickly despatched to bring the errant citizens back into the fold. Outposts all over the planet must be occupied and subdued individually, leading to dozens of minor skirmishes in the course of the campaign.

[334.1] Set-Up

The colonist player sets up the base maps however he wants in the arrangement shown. The marine player then chooses one map sheet and sets up his forces there. The colonist player can then set up however he wants on the three remaining map sheets.



[334.2] Movement to Contact

Contact has already occurred. Proceed with the normal sequence of play.

[334.3] Game Length

The game continues until both sides reach their preservation limits or until only one side has healthy and wounded counters on the map.

[334.4] Victory

If both sides reach their preservation limits while both still have healthy or wounded counters on the map, the game is a draw. If one side is destroyed (all counters killed or incapacitated) and the other has not yet reached its preservation limit, the surviving side wins.

[334.5] Special Rules

The planet's atmosphere is determined randomly. The colonist player rolls one die before set-up begins.

1, 2, 3	Benign atmosphere
4, 5	Hostile atmosphere
6	Vacuum

There are no Preservation Interphases in this scenario.

[334.6] Orders of Battle

Colonists: 10 ACR, 5 MP, 2 MG, 2 FL, 2 SC, 2 crawlers; track D; pres 35.
Frontac Marines: 8 ER, PR, AGL, IVHE; track B; pres 21.

[335.0] Abandon Ship! (SOLO GAME)

Preds have overrun a small commercial vessel on the fringes of explored space. Most of the crew is dead. The only hope is to destroy the ship and try to escape in the lifeboat.

Abandon Ship is a solitaire scenario. The player controls the surviving humans. The Preds are set out randomly and follow a simple set of programmed tactics.

[335.1] Set-Up

The humans set up in the Dining Area of the spaceship.

Place all of the appropriate Pred counters in a cup. Roll one die and add three to the result. This determines which deck the next three Preds will be set up on. Now draw three Pred counters from the cup and without looking at them, place them on the map on the indicated deck. Follow these guidelines when placing Preds:

- place only one Pred per hex;
- do not place Preds in machinery;
- do not place Preds in airlocks, lift hexes, work pod bays, or probe bays;
- do not place any Preds on deck 6. If deck 6 occurs randomly, roll again until a different deck is indicated.

Repeat this process four times, so there are 12 Pred counters on the map. Then begin play.

[335.2] Movement to Contact

Contact has already occurred. The game commences with the normal sequence of play.

[335.3] Game Length

The game continues until all the humans are dead or until the end of the 10th turn after the self-destruct sequence is initiated.

[335.4] Victory Conditions

The player wins if at least one human escapes the ship in the lifeboat and the self-destruct sequence is running. Otherwise, the player loses.

[335.5] Special Rules

The three surviving crew members are the 1st officer, engineer, and navigator. Their activation and panic ratings are:

1st officer: activation 2, panic 2
Engineer: activation 1, panic 3
Navigator: activation 3, panic 4

The three weapons and grenades can be distributed to whichever characters the player wants.

The humans have no preservation limit. This is a fight to the death.

During an Pred round, the Preds move according to the following list of priorities.

1. If an Pred is adjacent to a human, it attacks.
2. If an Pred is close enough to perform Quick Move and Attack, it does so.
3. If a human is in an Pred's line of sight, that Pred moves as close as possible to the human.
4. The Pred closest to a human moves toward the human.

In cases 4 and 5 above, "closest" is measured in terms of movement points (or rounds of movement), not simply hexes. The Preds must move in the most efficient and advantageous route toward the nearest human and always attack if they can.

Preds remain concealed (face down) until they move into a human's line of sight.

For this scenario, swarm Preds are activated the same as individual Preds: move as many counters as the number on the activation chit.

At the beginning of every Pred round, before drawing the Preds' activation chit, roll two dice and subtract one from the result. If the result indicates a deck that a human is on, an unsuspected Pred leaps from its hiding place and attacks. Draw one Pred counter from the cup and place it on the map, in the hex that is closest to a human (in movement points) but not in any human's line of sight. The new Pred acts like any other Pred counter for the rest of the game.

[335.6] Orders of Battle

Humans: ACR, MP, FL; 12 grenades of any sort; track B.
Preds (Individual or Swarm): 12 counters; track D.

Frontac Marines (optional): 2 ER, PR; 16 grenades; track A.

[335.7] Variations

If the humans can't seem to win, try any of the following: use three Frontac marines instead of crew members; set up only nine Preds instead of 12; add a fourth human; give the Preds one less power.

If, on the other hand, you seem to win all the time, try any of the following: set up 15 Preds instead of 12; arm the humans with two flamers and a pistol; take away the humans' grenades; give the Preds an extra power.

[336.0] It Came from Outer Space

This scenario is a bonus for those players who also own a copy of the **SNIPER!**™ *Hetzer*, or *Special Forces* games. It pits a group of human soldiers armed with 20th century weapons against a pack of slaving creatures from the depths of space.

[336.1] Set-Up

The scenario uses the urban map from which ever game you are using.

The Pred player selects one multi-story building or block of buildings (on the *Hetzer* map, select four buildings, each within four hexes of at least one of the others). The Pred player then places all but five of his counters in the buildings, face down, anywhere he wants, and places a smoke marker on each counter. These represent Pred eggs which are about to hatch.

When the Pred eggs are set up, the human player places all but two of his counters anywhere on the map, at least six hexes away from the Pred-occupied buildings. Then the Pred player places his five remaining Pred counters anywhere he wants inside his building(s). Finally, the human player places his two remaining humans inside the Pred-occupied buildings. They must be placed in rooms that do not contain Pred adults, but the rooms can contain eggs. The game is ready to begin.

[336.2] Movement to Contact

Contact has already occurred. Begin with the normal sequence of play.

[336.3] Game Length

The game ends when the last Pred egg hatches, when all the Preds are dead, when the humans declare their third preservation interphase, or when all the humans are dead.

[336.4] Victory Conditions

The humans win if the Preds are wiped out. The Preds win if at least four Preds and/or eggs survive at the game's end. Any other result is a draw.

[336.5] Special Rules

Pred eggs cannot do anything until they hatch. However, if attacked, they are treated the same as adult Preds. W, I, K, and stun results are inflicted normally. Panic has no effect. Stun prevents an egg from hatching that turn. I and K results prevent an egg from ever hatching. A W result means that, when the egg hatches, the Pred will already be wounded.



The Pred player rolls one die at the beginning of every Pred round. If the roll is one or two, an egg hatches. Pred round. If the roll is less than the number printed in the current box of the Activation Track (not the activation chit), an egg hatches. It can be any egg the Pred player chooses. The Pred player removes the smoke marker from the egg and treats it as an adult Pred for the rest of the scenario.

[336.6] Orders of Battle

US Army, 1952: 10 SR, 2 AR, MG, FT; track C; pres 10.
US Army, 1988: 10 AW, GL, MG; track B; pres 9.
Germany, 1941: 8 BR, 2 MG, 2 RL, FT; track A; pres 11.
USSR, 1939: 8 BR, 6 MP, SR, AR; track D; pres 13.
Israel, 1969: 6 AW, 4 MP, MG, RL; track A; pres 12.
Nicaragua, 1984: 12 AW, MG, RL; track E; pres 10.

Individual Preds: 5 adults, 15 eggs, 6 dummy eggs; track E.
Swarm Preds: 5 swarms, 12 eggs, 4 dummy eggs; track E.

A Brief History of the Frontier Tactical Service

The most astounding accidental discovery in the history of civilization occurred on December 8, 2057, when a graduate studies research group under the direction of J. Cetshwayo Krupp of the University of Durban (a member of the Bantu League) discovered the proto-catalytic effect ("Krupp's Maelstrom"). It was only through the herculean efforts of the university's medical staff that the one survivor of the resulting firestorm was kept alive long enough to recount the process before he, too, died of his injuries.

The next two decades saw furious research on the P.C. effect and its potential applications. It wasn't until 2081 that anyone succeeded in using the effect to send an object beyond the limit of the solar system and bring it back again at a speed exceeding that of light. Humanity had at last become an interstellar race.

The introduction of private capital and corporate management led to a whirlwind of space exploration. In spite of the staggering costs, the rewards for discovering a habitable, resource-laden planet were almost beyond comprehension. With expansion came colonization, settlement, and trade.

Through all of this, the ultimate discovery eluded humankind; the discovery of another intelligent species. Life was found in abundance, but rarely did it extend beyond plants and simple, protozoac animals. At least in the

neighborhood of Sol, the galaxy seemed a benign place indeed.

Until 2218, that is, when communication from 85 Pegasi was suddenly cut off. A corporate shuttle bringing a team of inspectors back to the head office never arrived at its way station. A team of investigators was dispatched and it, too, failed to return. At that point, Earth Authority was notified of possible corsair activity in the region of 85 Pegasi. An armed frigate, *Koyo*, scoured the system but found no sign of any traffic. When station traffic control failed to respond, *Koyo* landed and sent out exploratory teams.

What those teams found altered human space-faring history. The colony was in ruins, the inhabitants dead. Before *Koyo's* crew had recovered from this shock, its landing teams were attacked savagely by alien creatures of unknown origin. The aliens displayed powers far beyond anything encountered up to that time. *Koyo* recalled its teams, sealed the ship, and lifted offplanet.

But it was too late. Several of the creatures had slipped inside, either with the returning teams or through unguarded ducts. When *Koyo* reached the naval base at Justin's World, the crew was dead.

Gradually similar reports began filtering back toward Sol from other frontier outposts. Creatures of unknown origin, often displaying

strange inhuman abilities, were attacking human settlements. The coincidence of their arrival indicated that all were somehow related, yet physiologically the creatures from one system bore no relationship to those from another. Was it coincidence, or were human outposts becoming targets for a wild variety of genetically engineered, independent, semi-intelligent biological weapons?

In the short term, the answer didn't matter. Some immediate response to the threat was needed. The solution was the formation of the Frontier Tactical Service, or Frontac Marines. These soldiers were recruited from the ranks of the regular army for their skill, stamina, and above all, resourcefulness. Equipped with the best light weapons available, they struck back at the aliens, or Preds, as they came to be called, wherever possible. Disaster was narrowly averted at Delta Trianguli and Fomalhaut. A major victory at Iota Pegasi in 2220 was overshadowed several months later by the massacre of 1,370 civilians and two battalions of Frontac marines at Kappa Reticuli.

While the Kappa Reticuli disaster was the first battle between sizable forces of aliens and humans, the small, desperate fight is still the norm. Until more is discovered about the source and intent of the aliens, there is little anyone can do but fight them wherever and whenever they appear.

Designer's Notes

The *Bug Hunter* game is the fourth installment in the **SNIPER!**™ series of games. It's been fun. Still, each game has a life of its own; its own problems, obstacles, and growing pains. When the game crosses genres, as *Bug Hunter* does, the problems are compounded.

The essence of the game system remains unchanged. The first principle guiding this design was that it had to use the **SNIPER!** standard rules. After all, infantry will continue to be infantry for quite some time (until advances in body armor and personal mobility eventually turn soldiers into mini-tanks).

Still, the change of venue makes some things very different from the way they were in the **SNIPER!**, *Hetzer*, and *Special Forces* games. Standard issue small arms become much more lethal. A Frontac marine carries as much firepower as a *Special Forces* fire team or an entire *Hetzer* squad. If he sees something (and often even if he can't see it) he has little trouble killing it. The inside of a spaceship or planetary base is much more claustrophobic than the narrowest streets of Europe. And finally, the aliens are a very different sort of foe than other, armed humans. They are vicious, unpredictable, and terrifying killers at close range.

The **SNIPER!** game has always assumed that the man pulling the trigger is far more important than the gun that's attached to the trigger. That is why weapons have always been defined in broad categories (bolt-action rifle, semi-automatic rifle, machine gun, etc.). Likewise, tanks don't fight; men fight from inside tanks. If my tank is better than yours, then I can claim an advantage, IF I have the training and the will to do it. Superior training and motivation will defeat hardware over and over, as Germany demonstrated so dramatically in the Soviet Union in 1941 (and, to a lesser extent, the NVA demonstrated in Southeast Asia in the 1970s).

The weapons assumed here should be taken with a grain of salt. Although all of them (with the possible exception of the plasma gun) are feasible and may well see use sometime in the future, predictions of this sort are unreliable at best. As the *Bug Hunter* game is set several centuries in the future; these weapons could well be obsolete by then. Futurists have enough difficulty predicting a decade into the future, let alone several centuries (check some of the 1950s

predictions about the 60s and 70s for a good chuckle). In fact, the weapon choices were dictated as much by fashion as by logic. Currently, these are the sorts of weapons that appear in science fiction literature and cinema. If we can't be accurate (and we can't), then we might as well be popular.

The reasoning behind the increased firepower ratings of the most common weapons should be apparent. E-rifles, pulse rifles (upscaled E-rifles), and ACRs have tremendous firepower because of their tremendous rates of fire. They deplete their ammo on a roll of 1 because ammunition of the period is compact enough to allow a large supply. The ratings of other weapons, however, are not as apparent. The laser rifle, for example, has less firepower at close range than at longer ranges. The LR is a bulky, clumsy weapon. It is very unhandy for close range snaphooting or shooting from the hip. Its optics and flat trajectory make it perfect for long range work, however. The light assault gun also has very low firepower. Its very low rate of fire is the reason. Note, however, that because the weapon is unaffected by armor or carapace, its firepower isn't subject to some of the reductions that affect other weapons. The primary use of the LAG is to breach walls and destroy heavily armored aliens.

Players occasionally ask why ammunition depletion works the way it does. Actually, soldiers run out of ammunition all the time during the game and reload without breaking stride. The die roll of 1 represents those times when a soldier empties his weapon without realizing it, something which can be a serious blow to his confidence and trigger an immediate and severe loss of momentum in combat.

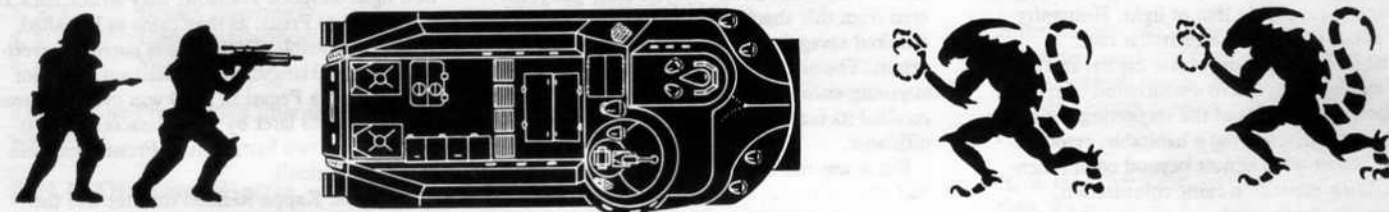
Likewise the groupings of weapons on the Hand-to-Hand Combat table needs some explanation. Standard infantry sidearms, like the E-rifle and ACR, are quite good in HtH fighting because they can (still!) take a bayonet and can be used to bludgeon an opponent. The MP and LR are grouped together because the MP is too small and light and the LR is too fragile for effective close fighting. The LAG, PL, MG, and AGL are entirely too large and clumsy for this sort of fighting. The pistol, on the other hand, is very well suited to HtH fighting because it can be used as both a sap and a pistol.

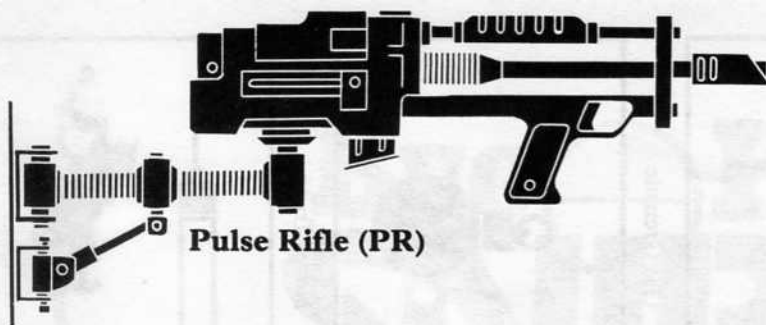
The aliens predators are something completely different. Their combination of secret powers, unrestricted activation, dummy counters, and no ranged attacks require very different tactics from those used by the humans. I won't give hints, because designer hints on strategy tend to solve the game for players and take away part of the fun. But don't expect to win an enormous victory the first time you play the aliens. They suffer the usual problems of good close-in fighters going up against an enemy who has the ability to deliver massive firepower at long ranges.

Note that all these aliens aren't the same race. Even though the same counters are used, each different combination of powers should be considered a different species of alien. Swarm aliens in general are less highly evolved than individual aliens.

The spaceship was designed to be a generic blend of standard types operating on the frontier. Close examination reveals that it isn't particularly well suited to any one mission, but it has components that allow it to perform a wide range of functions. It can function as a cargo vessel, exploration vessel, or even an escort vessel (if some armament is assumed). The design goal was to provide an entertaining setting for close encounters of a very nasty kind and to create a believable space environment for completely new game scenarios designed by the players.

Speaking of believable space environments, one feature of space travel conspicuously missing is gravity (or the lack thereof). With the engines shut down, the inside of the ship should be in freefall. Unfortunately, there was no good, simple way to present the effects of a zero-gravity environment on combat. Weapon recoil imparts velocity; grenades bounce indefinitely; a drifting body continues drifting until it hits an obstacle. Several layers of rules (and bookkeeping) were originally written to reflect all this, and it contributed little or nothing to the game. We decided to simplify things and ignore the fact that there is no gravity in the ship. If this disturbs you, then assume that the ship is either equipped with gravity generators (a concept we find ridiculous, at least at this level of technology) or is accelerating at a constant 1 g. Or do as we have done; ignore the situation and have fun anyway.





Pulse Rifle (PR)



Auto grenade launcher



E-Rifle (ER)



Flamer (FL)



Plasma Gun (PG)



Pistol (P)



Therm. Bomb



Incendiary Grenade



Laser Rifle (LR)



Advanced Combat Rifle (ACR)



Machine Gun (MG)



Machine Pistol (MP)



Light Assault Gun (LAG)



Grenade launcher



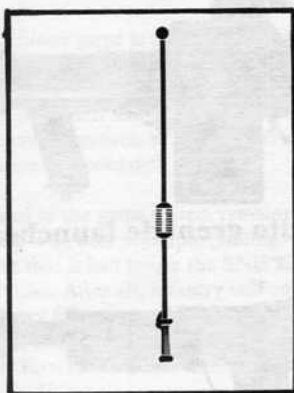
Screacher (S)



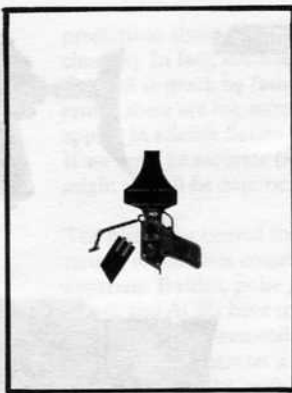
Electric Prod (EP)

RANDOM WEAPON EFFECT DISPLAY

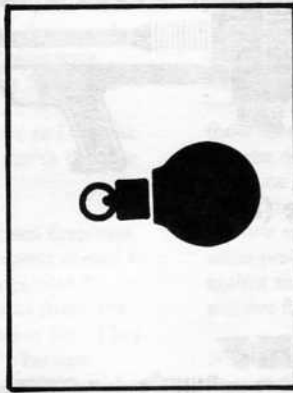
Electric Prod (EP)



Screacher (S)



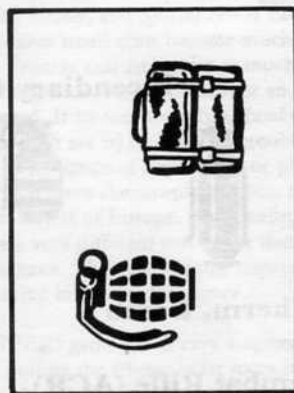
Gas Grenade



Nerve Tranq.



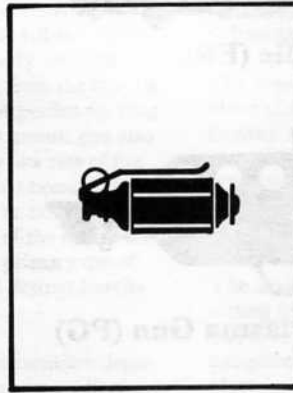
Off-Def. Grenade/S.C.



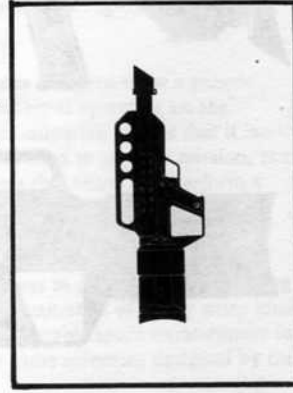
Flamer (FL)/ Incendiary Grenade



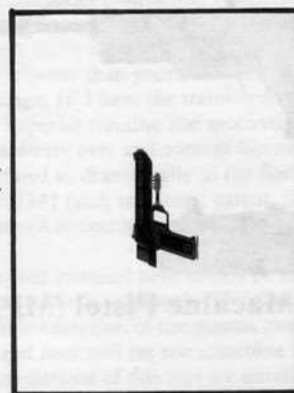
Therm. Bomb



Plasma Gun (PG)



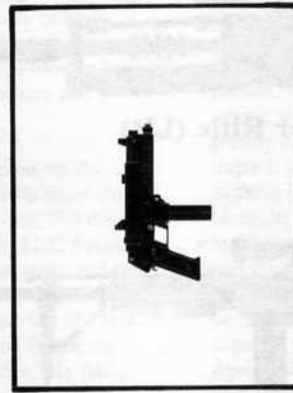
Pistol (P)



Advanced Combat Rifle (ACR)



Machine Pistol (MP)



Machine Gun (MG)



E-Rifle (ER)



Laser Rifle (LR)



Pulse Rifle (PR)



Light Assault Gun (LAG)

