BUG HUNTER SNIPER!

Special Rules

PART 5: SPACEFARERS

[301.0] Introduction

Bug Hunter is a SNIPER!™ series game about hypothetical clashes between spacefaring human adventurers and hostile alien monsters (called Preds). All games in the SNIPER! series focus on combat as experienced by the individual soldier. The *Bug Hunter* game examines the problems and situations peculiar to close combat in strange environments and against unknown foes. Information about the background of the Frontier Tactical Service is found in the Scenario Book.

Players familiar with the first editions of the SNIPER! and PATROL games should read the standard rules thoroughly. There are many differences between the game published in 1973-74 and the TSR edition. Players who are familiar with the TSR edition of the SNIPER! game should read the following sections of the standard rules carefully; additional playtesting has led to some changes in the rules which, while seemingly small, have a significant effect on play. These sections are:

7.0,   Facing and Sighting;
8.2,   Stacking Effects on Movement;
8.3,   Stacking Effects on Activation;
9.5,   Carrying Incapacitated or Killed Men;
11.5,   Terrain Effects on Line of Sight;
11.8,   Terrain Effects on Combat;
12.6,   How to Resolve Direct, Opportunity, and Quick Fire (paragraph 8);
12.8,   Automatic Weapons (paragraph 6);
13.4,   Fragmentation Grenade Effects;
22.3,   Leader Restrictions;
28.3,   Rocket Launcher Effect Against Buildings and Pillboxes;
31.3,   Anti-Vehicle Mine Effects;
32.2,   How to Execute Sniper Fire;
33.2,   Effects of Body Armor;
34.1,   Vehicle Movement;
34.6,   Vehicles in Combat;
35.1,   Tank Movement;
35.2,   Tank Crews;
35.3,   Tank Combat.

[302.0] Game Equipment

A. Inventory of Game Parts

This game should include:

24-page Standard Rules book
16-page Special Rules book
8-page Scenarios book
400 die-cut counters
2 full-color, double-sided map sheets (identical maps)
2 cardstock sheets of cards, tables, displays, and vehicles
1 plastic bag for counter storage
1 game folder

In addition, two six-sided dice (not included) are needed to play the game.

If any of these components are missing or damaged, please write to:

SPI Consumer Service Dept.
P. O. Box 756
Lake Geneva, WI 53147

Short rules questions should be sent, along with a stamped, self-addressed, return envelope to the address above and marked "SPI Game Questions: SNIPER! Game."

B. The Game Maps

Two identical maps are included with this SNIPER! game. One side (sections A-D) depicts a small space ship typical of those used on the frontiers of human space. The other side (sections E-H) depicts a planetary base or colony installation composed of airtight domes and modular buildings connected by protected tunnels and walkways.

Many locations on both maps are identified according to what function they serve. These labels are both to satisfy players' curiosity and to locate objectives in some scenarios.

C. The Playing Pieces

Four differently-colored sets of die-cut counters are provided that represent the humans and the Preds:

- Blue: Human colonists and ship crews
- Green: Frontac marines
- Brown: Individual Preds
- Yellow: Swarm Preds

Vehicles occupy more than one hex simultaneously. These large pieces are printed on cardstock sheets and must be cut apart along the dotted lines before play.

D. Sample Playing Pieces

See diagrams.

[303.0] Terrain

The *Bug Hunter* game uses several types of terrain that are not explained in the standard rule book: interior door, airtight door, airlock, lift, vertical hatch, obstructing machinery, and explosive machinery. These are explained in this section. The game also uses different terrain modes than the three in the standard rules. They deal with atmosphere rather than physical terrain.

Benign Atmosphere exists in places where humans can work and breathe out-of-doors with only minor protection or special equipment, including filter masks, insulated clothing, eye protection, etc.

Hostile Atmosphere exists where the atmosphere contains poisonous or corrosive elements.

Human, standing	LR 25	LR 25 / Human, prone
Alien Marker		/ Individual Alien (15)
Alien Marker		Dummy
Swarm Marker		Swarm aliens (3)
Movement Marker	Move (×4)	Evade (×6) / Evasion Marker
Lift	△	
Sighting Marker	⊕	Exposed Marker
Wounded	WND	INCP / Incapacitated
Wounded	WND	KIA / Killed
Stunned	Stun	Panic / Panicked
Subdued	Subdued	Panic / Panicked
Second level	2	3 / Third level
Defensive Grenade	6	UNA / Unarmed
Offensive Grenade	3	UNL / Unloaded
Smoke Grenade	S	S / Armed Grenade

2
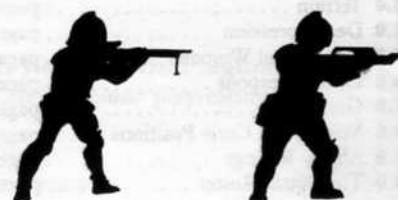
Incendiary Grenade	(icon)	GL UNL	Grenade launcher unloaded
Thermal Bomb	(icon)	UNA	Unarmed
Gas Grenade	(icon)	UNA	Unarmed
Exploding Machinery	(icon)	Shut down	Shut Down area
Quick Fire Prepared	QF	QT	Quick Throw Prepared
Prepared Satchel Charge	(icon)	(icon)	Breach
Depressurized Marker	%	(icon)	Damage Points (2)
Depressurized Marker	%	(icon)	Spacesuit
Smoke	(icon)	(icon)	Fire
Anaesthetic Gas (green)	(icon)	(icon)	Fire
Activation Chit	1		
Preservation Chit	4		
Net	(icon)	Shut down	Shut Down
Anaesthetic Gas (green)	(icon)	(icon)	Destroyed Vehicle
Exploding Machinery	(icon)	Prone	Prone Alien Marker

Humans must wear protective suits and carry their own oxygen supply.

Vacuum exists where the atmospheric pressure is zero, or nearly zero. Humans must wear airtight suits and carry oxygen tanks when they venture outside their dwellings. There is also the added danger of decompression should a building wall or spaceship hull be breached during combat.

CASES

[303.1] Doors

A. Interior Doors

Interior doors separate rooms and corridors. They are not airtight, so the atmosphere on both sides of the door must be the same. Except in special cases, such as the following, interior doors are always considered closed.

- Interior doors block line of sight (LOS) unless the attacker is adjacent to the interior door hexside or the target is sighting or exposed across the door hexside.

- A door can be held open by a being who stands adjacent to the door hexside if the player announces that the door is being held open.

- A door cannot be blocked open, however; it closes as soon as the being moves away or is panicked, incapacitated, or killed.

- Moving through an interior door costs one additional movement point if the door is closed. Moving through the door costs no additional movement points if someone is holding it open.

- Any weapon that can be fired through interior walls can also be fired through interior doors. The door is treated the same as a wall in this regard.

B. Airtight Doors

All rules that apply to interior doors also apply to airtight doors, with the following exceptions:

- An airtight door will not open if the atmosphere on the two sides of the door is unequal (benign/hostile, benign/vacuum, hostile/vacuum). A door separating unequal atmospheres cannot be opened, but it can be breached.

- Moving through an airtight door costs three additional movement points if the door is closed. It costs one additional movement point if someone is holding the door open.

C. Vertical Hatches

Vertical hatches allow access to adjacent decks or building levels. They have the same function as stairs in the Standard Rules.

- Vertical hatches have no effect on horizontal movement. Vertical movement of one level requires the entire movement allowance.

- Vertical hatches cannot be locked, although they are airtight and will automatically seal against vacuum.

[303.2] Airlocks

An airlock provides a safe (albeit slow) means of moving between areas with unequal atmospheres.

At the start of the game, all airlocks are pressurized. If an airlock is cycled (depressurized), place an Airlock marker in the hex to indicate that the airlock is depressurized. When the airlock is repressurized, remove the marker.

When a being tries to enter or leave an airlock, one of the following cases will apply:

- If the atmospheres inside and outside the airlock are equal, the being can enter or leave the airlock the same way he crosses an airtight door hexside.

- If the atmospheres inside and outside the airlock are different, the being must cycle the airlock before the door can be opened.

Cycling an airlock is a movement task; it requires one full round. The sequence for cycling an airlock is: move adjacent to the airlock door next to the depressurized area and stop; spend one round cycling the airlock; exit (or enter) the airlock.

Example: A soldier is inside a pressurized building. He is three hexes away from an airlock that is also pressurized. He moves three hexes so he is adjacent to the airlock, then spends four movement points entering the airlock (one point to move one hex and three additional points to cross an airtight door hexside). He ends the round inside the airlock. The next round when the soldier is active, he cycles the airlock. An Airlock marker is placed to indicate that the airlock is depressurized. The soldier ends the round inside the depressurized airlock. The next round when the soldier is active, he can move from the airlock, across an airtight door hexside, to a depressurized hex. This move costs four movement points, so the soldier can move four more hexes that round.

It is important to remember that an airlock is simply a series of airtight doors and that an airtight door will not open if the atmospheres on either side are different.

An airlock cannot be cycled more than once per round, nor can it be cycled two rounds in a row. Attempts to cycle an airlock beyond these limits have no effect.

A being must be adjacent to one of the airlock's doors to cycle that airlock.
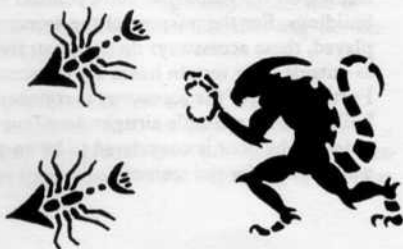
[303.3] Lifts

A lift (elevator) provides rapid transit between levels of planetary bases and decks of spaceships. At the start of a scenario, all lifts begin at ground level or on the Bridge Deck (Deck 4).

A lift can be on only one level at a time.

- On the planetary base, this is indicated through the use of a Level marker. If the lift hex contains no Level marker, the lift is at ground level. If the lift is at the second or third floor, place a Second or Third Level marker in the lift hex.

- On the spaceship map, place the Lift marker in the lift hex of the deck upon which the lift has currently stopped.

All lift doors are airtight. The lift shaft is a single area for purposes of decompression (see 304.0)

Generally, only humans can operate the lifts. The rules for Preds and lifts are given in 325.2. To enter a lift hex, a human must enter the lift itself. The lift cannot be operated by a panicked or incapacitated man.

A human in a lift can leave it the same way he crosses an airtight door. A human can enter a lift at the same level the same way he crosses an airtight door.

If a human wants to use a lift that is at a different level, he must summon it. This is part of moving and takes one movement point. When summoned, move or adjust the Lift marker to indicate its new level at the end of the round. No one can enter a lift in the same round that it is summoned.

No being can enter or leave a lift on the same round that the lift moves, nor can a lift move on the same round that a being entered or left it. A lift cannot be summoned two rounds in a row. An occupied lift is under the control of its occupants and no other beings can summon it. Any attempt to summon a lift that is prohibited by this rule has no effect.

A lift can move to any other level in one round. It does not have to stop or pause at any intervening level unless the occupant wants it to.

In summary, the sequence for summoning a lift is: move adjacent to the lift and summon it, adjusting the Lift marker at the end of the round; enter the lift; move the lift to any other level; exit the lift.

[303.4] Basements and Roofs

None of the buildings in the *Bug Hunter* game have basements and none of the stairways extend to the roofs. Stairways allow access only to interior levels.

[303.5] Machinery

Machinery is represented on the map by special machinery symbols. There are two types of machinery, obstructing and explosive. Both hinder movement, provide some protection against fire, and present some risk when exposed to attack.

The movement cost and defense multiple of both obstructing and explosive machinery are listed on the Terrain Effects Chart (see inside folio cover) as Machinery.

A. Obstructing Machinery

Whenever any fire attack is directed into (not through) an obstructing machinery hex, or a defensive or incendiary grenade explodes in an obstructing machinery hex, there is a chance that the machinery will be damaged. Determine the attack's firepower or blast, modified only for range and quick fire. Resolve an attack on that column of the CRT. If the result is P, W, or I, the machinery is not damaged. If the result is K, the machinery is damaged.

Damaged machinery immediately attacks each being in its own hex and the six adjacent hexes with a blast strength of 5 and inflicts 1 point of structural damage to the area (see 317.0).

B. Explosive Machinery

Exlosive machinery is treated the same as obstructing machinery for movement and defense. It is attacked the same as obstructing machinery, also, but the result of damage is different.

If a K result is obtained against explosive machinery, the machinery is damaged. Each being in the damaged hex and the six adjacent hexes is attacked with a blast strength of 7. The area receives 1 point of structural damage (see 317.0).

Place an Explosive Damage marker in the damaged hex. Any being who enters the damaged hex, or who is in it at the end of a subsequent round, is also attacked with a blast strength of 7. Explosive damage remains in effect for the rest of the game.

[303.6] Hostile Atmosphere and Vacuum

Exposure to a hostile atmosphere or vacuum can quickly be fatal to humans and many Preds. The effects of exposure to hostile atmosphere or vacuum are given in 304.2, Effects of Decompression.

A human wearing a spacesuit is protected against the effect of hostile atmosphere and vacuum, even if wounded. (The combination of self-sealing material and medical servos prevent the momentary loss of suit integrity from being immediately fatal.)

The spaceship is always surrounded by vacuum. The planetary base may be surrounded by any sort of atmosphere, depending on the scenario.

[303.7] Map Notes

Some map sections show unusual architecture. To avoid confusion, these are explained below.

A. The Ship (Maps A-D)

Most of the important areas of the ship are labeled for easy reference. The ship is typical of the civilian survey ships operating in this sector of the frontier.

Deck 4: Bridge. The nose of the ship's lifeboat extends into this deck. There is no access to the lifeboat from the bridge deck.

Deck 5: Science Deck. The areas marked "Holding Cells" can be used to safely contain Preds. They are escape-proof.

Deck 6: Crew Deck. The sleeping compartments in the cryogenic suspension chamber are oriented along hexsides. These do not interfere with line of sight or line of fire in any way, but crossing one of these hexsides is the same as crossing a window hexside: it costs four additional movement points.

Deck 9: Drive Deck. The airlock on this deck is one of two small airlocks that allow passage to the ship's exterior. The other is the airlock/lift on the lower cargo deck.

Deck 10: Upper Cargo Deck. The cargo lift on the upper cargo deck can be operated from the "Cargo Lift Controls" hex. The lift cannot be operated if there is anything or anyone on the cargo lift on deck 11.

Deck 11: Lower Cargo Deck. The cargo lift on this deck cannot be lowered if the deck is pressurized. The deck can be depressurized intentionally by any person in the cargo office on deck 10 (depressurizing is complete in the Smoke Dissipation phase of the following turn) or by breaching the hull (see section 304.0, Decompression).

B. The Planetary Base (Maps E-H)

Disappearing Accessways: The planetary base map is geomorphic; the four sections can be rearranged in many different ways. When the map is set up, there will be some accessways leading off the maps that don't connect to other buildings. For the purpose of the scenario being played, these accessways do not exist; treat them as outside clear terrain hexes for the scenario. Furthermore, if the accessway is connected to a building with a simple airtight door (not an airlock), the door is considered to be an exterior wall hexside for the scenario.

Multi-Story Buildings. Many places on the base map show buildings of different heights connected by doors. Wherever this occurs, the door only connects interior hexes to interior hexes. On building levels where this is impossible, the door is considered to be exterior wall. For example, the garage (map G) is only one level. It is connected to a three-level building by an airtight door. This door exists only on level one. On level two and three, that hexside is treated as an exterior wall.

Reactor Building. The reactor building (map F) is a dome. The outer three rows of hexes are two levels high. The central area (seven hexes across) is three levels high. At levels one and two, there is no wall separating these inner and outer areas. At level three, however, the central area is considered surrounded by an exterior wall and roof. In other words, at level three, the dome is only seven hexes in diameter, while at levels one and two, it is 13 hexes in diameter.

Storage Buildings. One of these is designated a special storage area by the Human player. This then can be used as an escape-proof holding area for Preds for the scenario.

[304.0] Decompression

Decompression occurs when the airtight integrity of a spaceship or base is lost, exposing the interior of the structure to either hostile atmosphere or vacuum.

Decompression is always caused by breaching a wall or door. This is the only way for decompression to occur, because an airtight door will not open if the atmospheres on the two sides of the door are different.

[304.1] How Decompression Works

Once decompression starts, it progresses until checked. Decompression advances every round until it hits an airtight door and stops.

Decompression always occurs at the beginning of the round. If an exterior wall or door is breached, place Decompression markers in every room or corridor adjacent to the breach at the beginning of the very next round. Interior doors form a temporary barrier to decompression; decompression stops when it reaches an interior door. Immediately at the beginning of the next round, however, the decompression advances again, moving past the current boundary of interior doors and stopping at the next line of doors. Only airtight doors, interior or exterior walls, and vertical hatches stop decompression completely.

Example: The exterior wall of the base is breached at hex 1812 on map E. Outside is vacuum. The ground level of room 1812 depressurizes immediately at the beginning of the next

round (round 1). At the beginning of round 2, the second level of room 1812 depressurizes along with corridor 1211. On round 3, rooms 1111, 1212, 1311, and 1514, plus corridor 1210, all depressurize at ground level; corridor 1211 depressurizes at second level; and room 1812 depressurizes at third level. Next round (round 4), buildings 1812 and 1514 are completely depressurized along with the first two levels of building 1211; corridor 1211 is depressurized at third level. At the beginning of the 5th round, all three buildings are completely depressurized, with one exception. The elevator in 1310, having airtight doors, is still pressurized. Because of the pressure difference, however, the elevator doors will not open. Any survivors in the elevator are trapped there.

[304.2] Effects of Decompression

Decompression affects all humans not protected by spacesuits or in an airtight vehicle. All Preds except those with the Anaerobic power (see 321.1, Pred Powers) or native to a planet with a hostile atmosphere are also affected.

An unprotected creature is attacked by the hostile environment at the beginning of its action round, before taking any action. If the decompression is to a hostile atmosphere, the creature is attacked on the 11:1 column of the Combat Results Table (CRT). If the decompression is to hard vacuum, the creature is attacked on the 15:1 column of the CRT.

[305.0] Non-Lethal Weapons

Acquiring knowledge is a primary task for all space missions. Fortunately for mankind, the vast majority of living things encountered in space are either harmless, easily controlled, or so completely alien that they pose no threat. Given past experience, it is standard procedure to capture such beings alive for further study. To facilitate this, all space crews and colonists are equipped with a variety of weapons designed to subdue, stun, or frighten away creatures without causing substantial harm. Policy often dictates that only these non-lethal weapons can be used against newly-encountered beings.

Six non-lethal weapons are available: anesthetic gas grenades, electric prods, screechers, nets, cages, and nerve tranquilizers.

[305.1] Anesthetic Gas Grenades

Anesthetic gas grenades are prepared and thrown just like other grenades.

When an anesthetic gas grenade explodes, it fills the area it is in with anesthetic gas (which is stopped by walls, doors, hatches, and staircases). The attack is resolved using the anesthetic gas column of the Non-Lethal Weapons Combat

Results table. A separate dice roll is made for every being in the area, Pred and human. Spacesuits always provide complete protection from anesthetic gas.

Anything that is knocked unconscious can do nothing for the rest of the turn. In the Recovery phase, roll a new anesthetic gas attack for every unconscious being in the game with a +2 dice modifier to see whether it remains unconscious or wakes up.

Anesthetic gas dissipates automatically in the Smoke Dissipation phase.

[305.2] Electric Prods

An electric prod is a short, metal rod with an insulated handle. It is connected to a battery pack. When jabbed against a being, it delivers a painful electric shock.

An electric prod can be used only in hand-to-hand combat. The attack is resolved on the Electric Prod column of the HtH CRT. If the attack is successful, the attacker can immediately move the defender up to two hexes in any direction. He can then move the attacker up to two hexes as well. This move is subject to the following restrictions:

- Moving up or down a staircase or vertical hatch counts as both hexes of movement;

- A counter can be moved across an airtight door hexside only if that door could normally be opened;

- A defender forced to move by an electric prod is subdued and can take no independent action for the rest of the turn. Instead, the controller (the one with the prod) can move the subdued being two hexes every time the controller is activated.

The being remains subdued only so long as the controller maintains contact by moving adjacent to the being after each two-hex move. If the controller is not adjacent to the subdued being at the end of a round, the being is no longer subdued.

At the start of each new game turn after a defender is subdued, the controlling player must roll two dice to reestablish control for the new turn. The controller gets a +2 bonus on this dice roll to maintain subdual. This is a new attack, resolved when the controlling human is activated for the first time in the turn. The attack is resolved the same as any other hand-to-hand attack with an electric prod. The defender is considered subdued until the controller is activated. If the attack fails, the subdued being is free to perform whatever task it wants the next time it is activated.

[305.3] Screecher

The screecher is a hand-held device that emits powerful sonic, supersonic, or subsonic vibrations. A screecher has no effect on humans.

A screecher can only be used to attack a Pred within the attacker's line of sight.

Screecher attacks are resolved by rolling two dice and consulting the Non-Lethal Weapons Combat Results table. The table has two columns for screechers. One column is for attacks at a range of 1 to 3 hexes, the other is for attacks at 4 to 8 hexes. A screecher has no effect beyond 8 hexes or in its own hex.

A Pred subdued with a screecher can be moved two hexes, the same as a Pred subdued with an electric prod, with the following exceptions:

- The controlling human does not need to stay adjacent to the Pred. He does need to keep the Pred at the same range increment (either 1 to 3 hexes or 4 to 8 hexes).

- The controlling human must keep the Pred in his line of sight at the end of each round.

In all other respects, both forms of subdual are identical.

[305.4] Nets

A net is a simple entangling weapon. It can be used only in hand-to-hand combat. The attack is resolved on the Net column of the Non-Lethal Combat Results table.

If the target of the attack is entangled (per the Non-Lethal Combat Results table), place the Net marker on top of the entangled creature's counter. An entangled creature cannot do anything except try to escape from the net. An entangled creature can be caged during the next round (if a cage is available).

To escape from a net, the entangled creature must attack the net in hand-to-hand combat. If the attack yields any result other than F or No Effect, the creature escapes from the net.

[305.5] Cages

A cage is a portable storage cell used to transfer Preds to a permanent holding cell or storage area.

Cages are assumed to be available in the holding cell area of the ship or in the special storage area of the planetary base. Any human can carry an empty cage (note the presence of the cage on the roster sheet), and is considered unarmed while carrying the cage. An exchange action will allow the human to drop the cage and rearm.

A subdued, entangled, or knocked out Pred can be caged by the appropriate dice roll on the Non-Lethal Combat Results table. A cage can hold up to one Individual Pred or up to four Swarm Preds. Place a Cage marker on the Pred counter to indicate the Pred has been caged. Two humans can move a cage at a penalty of +1 movement point per hex. A caged Pred can

attempt to escape just as if it were trying to escape any other form of subdual.

[305.6] Nerve Tranquilizers (optional)

Nerve tranquilizers are extremely powerful nervous inhibitors that paralyze muscle tissue. Typically a nerve tranq gun fires a cloud of flechettes that dissolve moments after imbedding themselves in a living target. Nerve tranqs represent the upper limit of non-lethal weaponry; against certain organisms they are quite lethal. Nerve tranqs are military weapons and are not generally available to civilians. They are extremely powerful in game terms and should be allowed only by special scenario condition.

A nerve tranq attack is resolved using the appropriate column of the Non-Lethal Weapons Combat Results table. The weapon cannot fire beyond eight hexes or into its own hex.

[306.0] Lethal Weapons

By the time man reaches the stars, weapons technology will progress significantly beyond its current state. While the principle remains the same (solid projectiles), the lethality of small arms is greatly increased.

This section of the rule book describes all lethal weapons except grenades, which are covered in the following section.

The following abbreviations are used for small arms and shoulder arms in the *Bug Hunter* game.

ACR	Advanced Combat Rifle
AGL	Automatic Grenade Launcher
ER	E-Rifle
FL	Flamer
GL	Grenade Launcher
LAG	Light Assault Gun (Man-Portable)
LR	Laser Rifle
MG	Machine Gun
MP	Machine Pistol
P	Pistol
PL	Plasma Gun
PR	Pulse Rifle

[306.1] Slug Throwers

Slug throwing weapons remain the standard small arms of the foreseeable future. Their light weight, low cost, and easy maintenance keep them in service long after more exotic alternatives are available

Advanced Combat Rifle: The advanced combat rifle is from a previous generation of military weaponry that is now common in civilian/paramilitary hands. It fires caseless ammunition that is lighter and more compact than brass shells. In all other regards, its performance is similar to the assault rifle (AW). On full automatic fire, the ACR runs out of ammo only on a die roll of one.

E-Rifle: The E-rifle (short for "electromagnetic accelerator rifle") generates an electric field along its barrel that accelerates light flechette rounds. In semi-automatic (sa) mode, these flechettes have tremendous muzzle velocity for high penetration. In automatic mode, muzzle velocity is reduced to improve accuracy. Because the flechette rounds are very light and compact, a standard clip contains 120 rounds. When firing on full automatic, the E-rifle runs out of ammo on a subsequent die roll of one. The E-rifle also includes a grenade launcher (see 306.2). This weapon is the standard small arm of the frontier military forces.

Light Assault Gun: The LAG is a large caliber, semi-automatic gun designed to breach armor and destroy small fortifications. It is a long, heavy, bulky weapon. As such, it is not generally issued to infantry squads except in those cases where a need is anticipated. The light assault gun runs out of ammunition on a die roll of one or two. It can breach a wall the same as a tank main gun (three hits create a breach). It also negates all defense multiples for armor or carapace.

Machine Gun: Aside from the switch to caseless ammunition, machine guns are otherwise identical to their predecessors. A machine gun firing without a loader runs out of ammunition only on a die roll of one. Like ACRs, MGs are found primarily in paramilitary groups.

Machine Pistol: The machine pistol used in this game is an all ways identical to the machine pistol described in the standard rules. It is smaller and lighter, but its function remains the same. Machine pistols are common sidearms among civilian explorers and spaceship crews.

Pistol: The recoilless pistol, firing powerful, lightweight, caseless ammunition, enjoyed a brief renaissance in military forces, and is still issued widely as a personal defense weapon. All Frontac marines carry pistols. To use the pistol, the soldier must exchange weapons with himself (slinging his standard weapon and preparing the pistol). Note this on the soldier's roster entry. A pistol never runs out of ammunition.

Pulse Rifle: The pulse rifle operates on the same principle as the E-rifle, but is heavier and capable of a higher volume of fire. One or two are issued per squad as a light support weapon. The pulse rifle is carried on a body harness that distributes the weapon's considerable weight evenly across the gunner's torso and balances the weapon on a pivot for easy maneuvering.

The gun itself is hydraulically supported, counter balanced, and recoilless. It is only capable of automatic fire, and runs out of ammunition on a die roll of one. A loader cannot be assigned. A pulse rifleman can fall prone, but must roll a one, two, or three to stand up again when this is attempted.

[306.2] Grenade Launchers

Grenade Launcher: The E-rifle is equipped with an under-the-barrel grenade launcher. Its operation is identical to the M203 grenade launcher (case 19.4) except that:

- It does not become unloaded automatically after each shot; instead, it unloads on a subsequent die roll of one or two, and

- The grenade has no minimum arming distance.

The grenade launcher can fire either offensive or incendiary grenades, but only one type of grenade can be loaded (smoke or anesthetic grenades can be allowed by special game condition). The load must be specified at the beginning of the scenario. Colonial forces sometimes have older model standard grenade launchers as support weapons.

Automatic Grenade Launcher: The Frontac marine automatic grenade launcher is similar to the standard grenade launcher, but it fires grenades in three-round salvos (semi-automatic fire is not possible). The grenades do not have a minimum arming distance. A separate scatter dice roll must be made for each round. The weapon carries 18 grenades, enough for six salvos. The player must keep track of these salvos on his roster sheet. Different types of grenades can be loaded in a salvo, but each salvo must be identical. A standard load is two offensive grenades followed by an incendiary grenade, but the operator can change this at the time of loading. Loading one salvo takes one round; completely reloading an empty weapon takes six rounds. The weapon can be fired without being fully reloaded.

[306.3] Flame and Energy Weapons

Flamer: The flamer has the same effect as the flamethrower in the Standard Rules (29.0), but it is much more flexible and safer to use. Anyone can use a flamer. The operator can fall prone without penalty. The flamer cannot explode. It becomes unloaded on a die roll of one or two, but can be reloaded like any other weapon.

Laser Rifle: The laser rifle fires a pulse of coherent light. The weapon is quite lethal, but it is not standard issue to infantry squads. It is bulky, fragile (compared to other combat weapons), and has a low rate of fire. However, it also has a perfectly flat trajectory, no recoil, no report, and muzzle velocity equal to the speed of light. Its range is limited only by its optics. All of these features combine to make it a nearly perfect sniper's weapon, and sniping is its typical assignment. The laser rifle fires semi-automatic only, and runs out of ammo on a die roll of one or two.

Plasma Gun: The plasma gun is an extremely high-energy weapon. It is so destructive that this weapon is seldom attached to an infantry squad. The plasma gun fires a bolt of super-excited hydrogen nuclei along a laser beam. The heat contained in the plasma bolt can vaporize a considerable amount of matter before its energy is dissipated. The weapon carries only six rounds. Each round must be tracked individually on the roster sheet. The weapon cannot be reloaded. If fired at a wall, door, floor, or ceiling; it creates a breach. A plasma gun requires special training and cannot be used by any soldier other than the one to whom it was issued.

[307.0] Grenades

Grenades have long been one of the infantryman's most useful weapons. Their versatility and lethality can only increase.

[307.1] Types of Grenades

Defensive Grenade: These are exactly the same as the defensive grenades described in the Standard Rules.

Offensive Grenade: These are the same as the offensive grenades described in the Standard Rules.

Incendiary Grenade: The incendiary grenade explodes in a fireball which burns out immediately. Its effect is identical to a flamerthrower in the hexes it affects.

Smoke Grenade: These are the same as the smoke grenades in the Standard Rules.

Thermal Bomb: A thermal bomb does not burst like other grenades. Instead, it burns at very high temperature. The bomb ignites at the end of the round in which it was thrown or placed and continues burning until the End Phase of that turn. Place a Fire marker in the bomb's hex. Any being that is in or adjacent to the bomb's hex, or moves into one of those seven hexes, is attacked by the bomb. The bomb's attack strength is 30. This can be modified by armor or cover, but not by movement or posture. The bomb creates a breach in every adjoining hexside, floor, and ceiling when it burns out.

Satchel Charge: Although a satchel charge is not really a grenade, it is described here because its effect is similar to a grenade's. A satchel charge operates identically to the standard game description, with one addition. A satchel charge can be detonated by remote control by a human who is designated as the detonator. The detonator can detonate the mine either as a task (when he is active) or as opportunity fire. He need not have a line of sight to the charge; the charge has its own sensors that alert the detonator when something approaches. These sensors are not motion trackers, however, and do not allow the Human player to see the face of an inverted Pred (the player might mistakenly detonate the satchel charge against a dummy). If the detonator is killed or incapacitated, another friendly man can move into his hex and exchange weapons, thereby becoming the detonator. The detonator can move freely before and after the satchel charge is detonated.

[307.2] Random Grenade Availability

This is a change from the optional Grenade Limits rule (38.0).

When setting up a scenario, determine randomly how many grenades are available to the humans. The Human player rolls a number of dice and adds the number of men in his squad to determine how many grenades his squad carries. The number of dice rolled depends on the type of squad involved.

Spaceship Crew: one die plus number of men in the squad.
Colonists: two dice plus number of men in the squad.
Frontac Marines: five dice plus number of men in the squad.

A thermal bomb can be taken instead of two hand grenades. Note that the limits apply only to hand grenades. Anyone equipped with a GL or AGL has an unlimited supply of grenades for that weapon.

[308.0] Marine and Crew Positions

Human forces in the *Bug Hunter* game, like those in other SNIPER!™ games, have special leaders assigned at the start of play. Besides the standard jobs of squad leader (SL) and assistant squad leader (ASL), the starship crews, base personnel, and marines have technical training in areas other than weapon handling. This training can be crucial in some situations (for example, medics modify injury recovery die rolls).

[308.1] Assigning Positions

Crew positions are drawn randomly from a cup as outlined in 22.0 of the Standard Rules. The following notes also apply:

Frontac Marines: Each squad has a squad leader (SL) and assistant squad leader (ASL). In addition, four other positions are drawn for: medic (MD), two engineers (E), and a radio tech (R). The remainder of the squad members have no special skills.

Spaceship Crews and Colonists: The squad leader is the captain (C) or base commander, and the assistant squad leader is the first officer (LT). Additional crew positions are the flight officer (FO), science officer (SO), artificial intelligence specialist (AI), engineering officer (E), medical officer (MD), steward (ST), and engineering mate (M). Any extra crew members are assumed to be engineering mates.

These positions can be assigned in any order, but each job must be announced before the counter is drawn. If there are more positions than counters, those not selected by the player are assumed to have become casualties before the scenario began.

[308.2] Effects of Crew Positions

The special game effects of crew positions are summarized here.

SHIP CREW/COLONISTS

Captain: Act as SL, initiate self-destruct, launch probe, launch lifeboat. If killed, draw an additional preservation chit.

First Officer: Act as ASL, initiate self-destruct, launch probe, launch lifeboat. If killed while acting as SL, draw an additional preservation chit.

Artificial Intelligence Officer: Can make one civilian motion tracker during each interphase.

Flight Officer: Launch probe, pilot assault boat.

Science Officer: Launch probe. (Optional rule: roll a die at the end of each Preservation Interphase; a roll of 6 reveals one alien power).

Medical Officer: Lack of a medical officer is a −1 penalty to recovery rolls during the interphase. If the medical officer is lost an additional preservation chit must be drawn.

Engineer: Initiate self-destruct, launch probe.

Engineering Mates: Initiate self-destruct.

Navigator: Reprogram lifeboat destination.

Steward: Drive land vehicles.

FRONTAC MARINES

Squad Leader: As in Standard Rules.

Assistant Squad Leader: As in Standard Rules.

Engineer: Initiate self-destruct, launch probe.

Medic: Lack of a medic officer is a −1 penalty to recovery rolls during the interphase.

If the medic is lost an additional preservation chit must be drawn.

Radio Tech: Can make one civilian motion tracker during each interphase, drive land vehicles.

Not all of these abilities will seem useful. Players should consider building their own scenarios around the lesser-used ones.

[309.0] Ability Ratings

Three types of humans are represented in the *Bug Hunter* game: colonists, spaceship crews, and Frontac (Frontier Tactical) marines.

Typically, colonists and spaceship crews are lightly armed and have no armor. They are neither equipped nor trained to battle alien creatures. Frontac marines are equipped to deal with a broad range of threats and are very heavily armed and armored. They are trained to tackle most situations and to adapt to situations that no one could have imagined.

Players create unique soldiers for their squads with random dice rolls or use the Standard Squad (see page 15).

[309.1] Activation Ratings

To determine a soldier's activation rating, roll one die and consult the Random Activation Ratings table.

[309.2] Panic Ratings

To find a soldier's panic rating, roll one die and consult the Random Panic Ratings table.

[309.3] Ability Ratings

Ability rating is an optional rule to make the members of a squad or crew different from each other. Such ratings can give a marine or crewman a bonus or penalty in one or more of these abilities: Firing (F), Grenade-throwing (G), or Hand-to-Hand combat (H).

Ability ratings vary between the troop types. To determine a particular soldier's ability ratings, roll two dice three times for each soldier. Find the results on the appropriate Random Ability Ratings table. If the number rolled falls in the first listed range, the soldier has a penalty in that ability. If the number falls in the second listed range, the soldier has a bonus in that ability.

For example, when determining the ability ratings for a colonist, assume the dice rolls are 8, 12, and 6. This gives him a +1 bonus when firing, no adjustment when throwing a grenade, and a −1 modifier in hand-to-hand combat.

Random Activation Ratings Table

Soldier	Die Roll					
	1	2	3	4	5	6
ER, ACR, P, MP	1	2	3	4	5	6
PR, MG, PL	1	1	2	2	3	4
LR	1	2	3	3	4	5
AG, FT, AGL	1	2	2	3	3	4

Random Panic Ratings Table

Soldier	Die Roll					
	1	2	3	4	5	6
Colonist, Spaceship crew	2	3	3	4	4	5
Frontac marine	2	2	3	3	4	5
Pred	1	2	3	3	4	5

Random Ability Ratings Table

COLONIST

	Penalty	Bonus
F	4-5	8-9
G	2-4	9-10
H	6-7	8

SPACESHIP CREW

	Penalty	Bonus
F	2-4	9-10
G	5-6	8-9
H	4-5	9

FRONTAC MARINE

	Penalty	Bonus
F	4-5	8-9
G	6	8-9
H	4-6	8

[310.0] The Squad Roster

The squad roster form is printed on the back of the Activation Track card. Players should photocopy this form before starting play.

When listing soldiers on the roster, it is best to assign ID numbers to soldiers in ascending order according to their activation ratings. This greatly simplifies the job of determining which soldiers are active. Instead of hunting over the board and checking each soldier's listing individually, the player can look at his roster and see which active soldier has the highest ID number. He then knows that every soldier with a lower ID number is also activated. (Because of how ID numbers are assigned to counters, it is necessary to do this separately with each type of weapon. A squad usually contains few special weapons, however, and by their nature thay are easier to keep track of; few players forget where their pulse rifle is.)

Players can use the "markers" space on the roster for markers that would normally be placed on the soldier's counter on the map: Prepared Grenade, Wound, and Unarmed markers, etc. This reduces stacking on the map and makes checking each soldier's status easier.

[311.0] Radiocom

All Frontac marines are equipped with radiocom: radio communication equipment built into their helmets. Radiocom is also available to colonists and spaceship crews in some scenarios.

Radiocom has three effects: it reduces the penalties for isolation; it gives the squad leader control over soldiers; and it allows panic to spread through the squad more quickly.

[311.1] Isolation Effects

An isolated soldier who is equipped with radiocom has his activation rating increased by one, not two.

[311.2] Leadership Effects

The leader of a squad equipped with radiocom can activate any soldiers in his squad regardless of their physical separation. All other restrictions on leader activation still apply (see case 22.3).

[311.3] Panic Effects

Because all soldiers in a squad equipped with radiocom are in communication with each other, a casualty can trigger panic in soldiers who could not see the attack. In addition to those events listed in case 24.1, if the squad is equipped with radiocom, every soldier must check for panic every time any soldier in the squad gets wounded, incapacitated, or killed. If the checking soldier knows of the casualty only through radiocom, increase his panic check die roll by two.

[312.0] Combat Results Modifications

[312.1] Panic Combat Results

Unlike the Standard Rules, panicked humans will not usually go prone. They will go prone only if the panic check is the result of a Pred firing a weapon at them. In all other cases, the humans will remain erect, but will not take any action other than to defend against hand-to-hand attacks.

[312.2] Sacrificing Humans

Occasionally, the Human player may wish to deliberately sacrifice marines, colonists, or crewmen to get rid of Preds. This has the following effects:

- One extra preservation chit is drawn for each human lost in this manner. If this causes the last preservation chit to be drawn, the Human player automatically loses, regardless of scenario victory conditions.

- All survivors who are aware of the sacrifice must make an immediate panic check at −1. In addition, a permanent −1 modifier to all future panic checks applies. Colonists also receive a −1 modifier to future panic recovery rolls. Survivors with radiocom and those in the same or adjacent areas will know immediately, all others will know in the next Preservation Interphase (see 313.0).

[313.0] The Preservation Interphase

When a human force reaches its preservation limit, the human player can declare a Preservation Interphase. This is a special break in the normal turn sequence during which the humans can reorganize. Before actually entering the interphase, however, the humans must break contact with the Preds.

[313.1] Declaring the Interphase

A Preservation Interphase can be declared at the end of any turn (not round) when the human force reaches its preservation limit. If the Human player declines the Preservation Interphase in the End Phase of the turn, he forfeits that option for the rest of the game. The interphase begins as soon as all humans have escaped or been either incapacitated or killed.

[313.2] Disengaging from the Preds

The interphase begins only after all humans have disengaged, have been incapacitated, or have been killed.

- A human has disengaged if, at the end of any game turn (not round), either he is four or more hexes from the nearest Pred, or no Pred can trace a line of sight to him (see 7.3).

- Each human is removed from the map and placed aside as he successfully disengages. If necessary, additional game turns are played until disengagement is complete.

[313.3] Interphase Procedures

When the Human player successfully disengages, the following events occur in sequence.

1. All Preds are removed from the map.

2. Any emplaced satchel charges explode and create breaches. Decompression markers are placed to their fullest extent in areas that are actively depressurizing.

3. All humans are replaced on the map in their Command Post, which is designated in the scenario. All panicked humans recover. A die is rolled for each wounded or incapacitated human to determine whether he recovers.

4. The Human player rolls one die. He can return that many preservation chits of his choice to the preservation cup. If he rolls a one, he can return two chits.

5. Preds are replaced on the map. All Preds must be at least six hexes away from the human Command Post unless they are separated from it by more than one level.

6. The normal turn sequence resumes with the Initial Sighting phase.
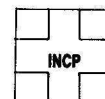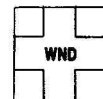
[313.4] Casualty Recovery

During a Preservation Interphase, wounded and incapacitated humans can recover health. Roll one die for each wounded or incapacitated soldier and check the Casualty Recovery table. If the medic is dead or incapacitated, subtract one from the die roll.

RECOVERY RESULTS

No Change: The soldier remains wounded.

Recovers full health: The soldier's wounds were minor and have been overcome with treatment and stimulants. He returns to the game in full health.

Dies: The soldier's wounds were more serious than they appeared, and he died. Remove the soldier from the roster and draw one preservation chit.

Incapacitated: The soldier's wounds are too serious to allow recovery within the time frame of the scenario. The soldier remains incapacitated and is placed in cryogenic suspension; remove him from the scenario.

Recovers to wounded: The soldier's wounds were less serious than they appeared and treatment allows him to return to action. The soldier stays in the game, wounded instead of incapacitated.

A wounded soldier's recovery can be checked in every Preservation Interphase, regardless of when he was wounded. An incapacitated soldier's recovery can be checked only once; if he fails, he is removed from the game. If an incapacitated soldier recovers to wounded status, he can be checked again any number of times in subsequent Preservation Interphases.

[314.0] Motion Trackers

In most scenarios, the humans are equipped with motion trackers (MT). These devices detect motion and warn the user that something is moving in the vicinity.

[314.1] Types of Motion Trackers

Frontac Motion Trackers: These compact units can be assigned to any marines in the squad. A marine can use a motion tracker in addition to his weapon.

Civilian Motion Trackers: These are usually adapted from other scientific equipment. They can be assigned to any member of the squad or ship crew. However, as these are much bulkier than the military variety, the man using the motion tracker cannot carry a weapon (mark with an Unarmed marker).

[314.2] Using a Motion Tracker

A motion tracker can be used once per round. The Human player decides when to use it, and can use it during a Pred round. The user cannot use the motion tracker if he is stunned, panicked, or incapacitated. The user can take other actions in his own round; for example, firing if a marine or rearming with a weapon if a colonist.

Whenever a face-down Pred counter moves within five hexes of a motion tracker, the Human player will roll one die. If the Pred is on the level above or below the motion tracker, subtract three from the roll. Preds more than one level away cannot be detected.

If the result is greater than the distance from the motion tracker to the face-down counter, the Pred player must flip the counter face up. If it is a dummy, remove it from the map. If it is a Pred, it can continue its movement.

Walls and doors (including airlocks) have no effect on motion trackers.

[315.0] Vehicles

Six types of vehicles are present in the *Bug Hunter* game: crawlers, IVHEs, probes, workpods, lifeboats, and assault boats.

[315.1] Crawler

The crawler is identical to a fully-enclosed APC (34.0) in all respects except two: it is fully sealed against hostile environments and vacuum and it is unarmed. It can operate normally in any environment. Its crew is a single driver with radiocom and a pistol. In any scenario using the planetary map with the Garage (Map G), an uncrewed crawler is placed in the Garage. Note that any colonist or Frontac marine can drive a crawler.

[315.2] IVHE

The IVHE (infantry vehicle, hostile environment) is a military version of the crawler. It is identical to the fully-enclosed APC (34.0) in all respects except two: it is fully sealed against hostile environments and vacuum and it is armed with a pulse rifle (PR) instead of a machine gun. It has a crew of two, a driver and a commander, who have radiocom and pistols.

[315.3] Probe

A probe is an unmanned, remotely-controlled vehicle used for close-up exploration of planetary atmospheres and surfaces.

The ship carries two probes on the Engineering Deck (deck 7). Each probe is housed in its own bay. These bays are always vacuum. The only entrance to a probe bay is through the adjoining airlock.

Even though the probes carry no passengers, a man in a spacesuit can exit the ship through the probe bay. The bay door is just another airtight door and can be opened the same way. The bay door can be opened from any hex inside the bay and adjacent to the airlock (see 316.0).

A probe can be launched by a qualified person in the "Probe Launch Controls" hex in the probe control room. When a probe is launched, everything in the probe bay is swept into space along with the probe. (This is a useful means of getting rid of a Pred if it can be herded into the probe bay.) Only the captain, first officer, science officer, flight officer, or engineer can launch a probe.

[315.4] Workpod

A workpod is a one-man Extra-Vehicular Activity (EVA) platform. The ship carries three workpods on the Engineering Deck. A workpod carries one person (in the rear hex). Each is designed for conducting visual inspections and repair work on the ship's outer hull.

A workpod can be launched only when a crew member is at its controls. Any member of a ship's crew or Frontac marine can operate a workpod. The operator must spend one round opening the pod bay door. After that, the pod can move. The bay door remains open until the pod returns. The bay door then closes automatically.

A workpod moves on magnetic treads along the ship's hull. It cannot leave the hull to travel through space. A pod moves four hexes horizontally, or one deck vertically, in a round. It moves only when the operator is active.

A workpod is equipped with a cutting torch capable of breaching the ship's hull. The hull can be breached in a single round. This causes decompression and shuts down the deck. Place a Breach marker directly on the hull hexside. The breach is not large enough for a person to move through, however. If the pod spends a second round cutting, the breach is large enough to move through. The pod operator can then exit the pod and enter the ship through the breach using normal EVA rules (see 316.0).

Repairing breaches in the hull requires much time, and is outside the scope of game play.

[315.5] Lifeboat

The lifeboat is designed to carry the crew to safety if the ship must be abandoned in an emergency. It can carry the entire crew in cryogenic suspension along a programmed course to the nearest port.

The lifeboat can be entered through the hatch on the science deck. The lifeboat dock also extends partially into the bridge deck, but is not accessible from that deck.

The lifeboat can be launched by the ship's captain, first officer, or flight officer in the "Lifeboat Launch Controls" hex. The lifeboat actually launches (and leaves the ship) in the Smoke Dissipation phase of the following turn. Once the lifeboat has been activated, its departure cannot be prevented.

The lifeboat launches automatically 10 turns after the ship's self-destruct sequence is initiated (see 319.0). This launch occurs in the Smoke Dissipation phase of the 10th turn after the self-destruct sequence is initiated, regardless of how many crew members are aboard.

[315.6] Assault Boat

The assault boat is used by Frontac marines to board spaceships without having to rely on one of the ship's airlocks.

There is no movement of assault boats. When assault boats are used in a scenario, place the boat(s) on the map in their assault positions. Breaches are not created until the scenario begins.

An assault boat can be placed anywhere along the ship's hull. All front hexes of the assault boat must be in contact with the hull.

In the first round, the assault boat creates a breach in the ship's hull. Soldiers can move through the breach in any subsequent round. The assault boat remains in place for the remainder of the scenario.

The interior of an assault boat is never pressurized, so whenever marines board a ship from an assault boat, they are wearing spacesuits.

The assault boat has a pilot rated equal to a spaceship crewman and armed with a pistol. He does not leave the assault boat at any time, but can participate in its defense.

Note that each assault boat has an extra LAG in a bow weapons locker. Any marine can rearm with this weapon if desired.

[316.0] Extra-Vehicular Activity

Extra-vehicular activity (EVA) is any sort of activity performed on the spaceship maps but outside the ship.

The atmosphere outside the ship is always vacuum.

[316.1] Exiting the Ship

There are six ways to get out of the ship:

- Depressurize deck 11 and lower the cargo lift;

- Lower the lift in the airlock on deck 11;

- Launch a workpod from deck 7;

- Exit through a probe bay on deck 7;

- Exit through the airlock on deck 9;

- Use a satchel charge or workpod to breach the hull and exit through the breach.

All of these methods can also be used to get back into the ship, with one exception: the cargo lift cannot be opened from outside the ship if deck 11 is pressurized. Deck 11 cannot be depressurized from outside the ship without breaching the hull. All other airlocks and bays can be entered from outside the ship like any other airlock.

[316.2] Moving Outside the Ship

Once outside the ship, a being can move four hexes per turn horizontally or one deck vertically. It must remain adjacent to the ship at all times. If any piece ever leaves the ship and moves so that it is not adjacent to the ship, that piece is removed from the game and considered killed.

[316.3] Combat Outside the Ship

The following weapons function normally outside the ship: ER, LR, PR, PL, GL, AGL. Flamers, incendiary grenades, and thermal bombs do not function at all. All other direct fire weapons have their firepower halved at all ranges. Grenades scatter as if all ranges were doubled. Satchel charges cannot be thrown, but they can be placed.

[317.0] Spacesuits

Spacesuits are stowed wherever the spacesuit symbol appears on the map.

[317.1] Donning a Spacesuit

To put on a spacesuit, a human must spend the round in a spacesuit hex. Roll one die. If the result is six, the person has completed the operation; place a Spacesuit marker on the person. If the result is five or less the person is still struggling into the suit.

Once a person begins putting on a spacesuit, he can't move until he has the spacesuit on or he spends a round taking the suit off.

A spacesuit can be taken off anywhere. To take the suit off, roll one die. If the result is four or more, the suit is off. If the result is three or less the person is still wriggling out of the suit. Once a person starts taking a suit off, the suit no longer protects him. He cannot move until he either takes the suit off completely or puts the suit back on. Leave the Spacesuit marker in the hex where the suit was taken off to indicate that a suit is there, unless the hex also contains a spacesuit symbol.

[317.2] Spacesuit Effects

A spacesuit protects the wearer against the effects of hostile atmosphere and vacuum. This protection lasts as long as the suit is worn. Combat results do not destroy the suit or expose the wearer to the atmosphere (the suit is self-sealing.)

Moving while wearing a spacesuit costs an extra movement point for each hex entered.

[317.3] Carrying Spacesuits

Spacesuits can be carried around to be donned later, or to be put away in a proper locker. A man picking up the suit must be otherwise unarmed, so an exchange action is needed to sling a weapon or discard other gear and pick up the suit. Carrying a suit incurs the same movement penalty as wearing one.

[318.0] Structural Damage

The weapons represented in the *Bug Hunter* game are quite destructive and, in some cases, not very selective about what they destroy. Whenever these weapons are used inside a spaceship or planetary base, there is a risk that they will cause severe structural damage. This is a weakening of the framework and supporting structures, the destruction of electrical conduits and embedded circuitry, and so on. Too much damage can shut down entire sections of a ship or base.

[318.1] Rolling for Structural Damage

Whenever a grenade explodes or an automatic weapon is fired, roll one die. For a satchel charge or thermal bomb, roll two dice. For an LAG or PL, roll three dice. Each roll of six causes one point of structural damage. Place Damage markers to indicate how many points have accumulated in an area.

Where structural damage is concerned, an area is bounded by exterior walls and airtight doors. All structural damage within that area contributes to one damage point total.

[318.2] Effects of Structural Damage

When an area accumulates four points of structural damage, that area shuts down immediately. Shutdown causes semi-darkness broken by the glow of emergency lighting, thin smoke or steam lit by flashes from damaged circuits, and so on. It brings the following effects into play in the shut down area:

- Movement costs are at +1 per hex;

- Everyone and everything receives an automatic defense multiple of two;

- All hand-to-hand combat has a −1 modifier.

In some scenarios, the Human player can lose by causing too much structural damage. This is noted in each scenario.

[319.0] The Self-Destruct Sequence

If the situation gets too grim, the Human player can abandon the spaceship or base and order its destruction, along with the Preds. This is clearly a desperate act, however, and it is not always an option.

[319.1] Ordering Destruction

Neither the spaceship nor the base can be set for self-destruction until these conditions are met:

- There can be no more than three active squad members left (not counting incapacitated members).

- The humans can announce the initiation of the self-destruction sequence only in a Preservation Interphase. This announcement is the last action in the interphase.

[319.2] Initiating Self-Destruct

Once the decision to destroy the ship or base has been announced, the Human player follows these steps.

1. An eligible crewman must move to the reactor control override hex (on the base, these controls are on the second level and can be set by any marine or colonist). Eligible crewmen are the ship's captain, first officer, engineer, or engineer's mate.

2. The man initiating the self-destruct sequence must spend *one complete turn* in the reactor control override hex (C2730 or H4029). He must be in position in the Recovery phase of the turn, and still in position in the End Phase. He cannot be panicked at any time during the turn and must be active for at least one round. He cannot perform any other tasks during that turn, including activating other crewmen if he is a leader.

At the end of the turn, the self-destruct sequence is initiated and running.

[319.3] Canceling Self-Destruct

If, for some reason, the Human player decides he does not want to destroy the base or the ship, he can cancel the self-destruct sequence by performing the same steps that he followed to initiate the sequence. A Preservation Interphase is not required to cancel self-destruction.

Self-destruction can be canceled only within six turns of its initiation. After the end of the sixth turn, nothing can reestablish control over the reactor.

[319.4] Getting Away

Unless the sequence is canceled (within six turns of initiation), the reactor will overheat and breach its containment vessel 20 turns after the self-destruct sequence was started. However, beings have only 10 turns to abandon the ship or base. If they have not left the map by the end of 10 turns, they cannot reach a safe distance before the reactor is breached and they all are considered killed.

While the self-destruct sequence is running, the central lift on the spaceship does not operate.

To escape the ship's destruction, men must be aboard the ship's lifeboat at the end of the 10th turn. The lifeboat launches automatically at the end of the 10th turn. Anyone aboard is safe; anyone still aboard the spaceship is doomed.

To escape the base's destruction, men must board a vehicle and drive that vehicle completely off the map by the end of the 10th turn. If any portion of the vehicle is still on the map at the end of the 10th turn, everyone on board is killed when the reactor overheats.

PART 6: ALIEN PREDATORS

[320.0] Types of Predators

Two forms of aliens appear in the *Bug Hunter* game: individual Preds and Swarm Preds. These are not Pred species, but general categories of behavior.

[320.1] Individual Predators

Individual Preds behave (more or less) like humans. Each Pred is a separate unit, capable of independent action. Each Pred counter represents one Pred.

[320.2] Swarm Predators

Swarm Preds tend to act in groups. A swarm counter represents any number of Preds, from one to 12. The number is printed on the back of the counter.

Swarm counters can be used like change; two counters can combine into a single counter or one counter can break into two. The stacking limit for Swarm Preds is 12.

Swarm Pred counters can never be stacked at the end of a round. If two or more Swarm Pred counters are in a hex at the end of the round, they automatically combine into one counter. (If no counter of the appropriate size is available, reduce the stack to the smallest number of counters possible. Treat the stack as a single counter for all purposes.)

The number of Swarm Preds in a hex also serves as the hex's innate defense multiple; eight Swarm Preds have defense multiple eight, five have defense multiple five, etc.

A panic result on the CRT has the usual effect against Swarm Preds (see 323.0). A wound result kills one-third of the Preds represented by that counter, rounded up. An incapacitate result kills two-thirds, rounded up. A kill result kills every Pred on the counter. A stun has no effect whatsoever.

[321.0] Predator Powers

Each Pred species has innate powers that are unknown to the Human player. At the start of a scenario, the Pred player draws several Pred power cards at random. These cards determine the Preds' characteristics.

Draw four cards for individual Preds, and two cards for Swarm Preds.

The powers are explained below.

[321.1] Predator Power Explanations

Anaerobic: The creature needs no oxygen to live. It cannot be injured by vacuum or hostile atmosphere.

Carapace 2, 3, or 4: The creature has an armored exoskeleton that gives it an innate defense multiple of two, three, or four, respectively. Swarm Preds receive a maximum multiple of 2 with this card. Additional card of this type multiply the effect: a draw of x3 and x4 give a total multiple of x12 (x4 for Swarm Preds).

Clone: The creature can duplicate itself. Place one more Pred (a counter worth four if a Swarm Pred) on the board during every Preservation Interphase. Only one Pred (or Swarm counter) is gained, regardless of how many other Preds are in play. Each card of this type allows another Pred (or Swarm worth four).

Corrosive Blood: The creature's blood is concentrated acid. Whenever a Pred suffers a W, I, or K combat result, it attacks all humans within three hexes and line of sight once with a firepower of five.

Extra Power: The Pred has more powers than usual. Reshuffle this card back into the deck and draw two more cards to replace it. This card can be drawn any number of times.

Growth: The creature gains new powers during the game. During every Preservation Interphase, draw another power card.

Hand-to-Hand 1, 2, 3, or 4: The Pred benefits from a hand-to-hand rating of 1, 2, 3, or 4, respectively. These cards are cummulative; thus, a +1 and a +2 gives a total of +3.

Horrid: The Pred's appearance is so horrible that every human who sees one must make a panic check. Once a human makes his panic check, he doesn't have to check again for seeing a Pred until after the next Preservation Interphase. (The Human player may find it useful to note which soldiers or crew have made this check.)

Infectious: Humans who are wounded or incapacitated may have had Pred seeds planted inside. At the end of every turn (in the End Phase), roll one die for every wounded human. On a result of six, a Pred hatches from that human. Add one Pred to the game and remove the human; he is killed. Humans in cryogenic storage are safe. Wounded humans who recover full health were not infected. (If the Pred also undergoes metamorphosis, the Pred player should keep a record of its powers at each stage. Hatchlings begin at the first stage, regardless of how many stages the others have passed through.)

Intelligent: The Pred has rudimentary understanding of human technology. It can cycle airlocks and use weapons that it recovers from the bodies of dead humans. Weapons are fired with a −1 modifier, grenades are thrown or fired with a −1 scatter modifier.

Metamorphosis: The Pred passes quickly through several life stages before reaching maturity. During the next Preservation Interphase, reshuffle all of the Pred's powers back into the deck and draw all new powers for it. Clones, if any, are created at the same level of development as the cloning creature. The Pred undergoes only one metamorphosis unless the metamorphosis power is drawn again.

Poisonous: The Pred is equipped with natural poison. Injuries inflicted in hand-to-hand combat may worsen during the game. In the End Phase of every turn, roll one die for every human who was wounded or incapacitated in hand-to-hand combat with a Pred. On a roll of six, the injury becomes one step worse: W becomes I, I becomes K. If both of these are drawn, roll twice for each injury.

Random Weapon Effects: The creature's physiology is so alien that weapons have unusual, unpredictable effects against it. If this power is chosen, shuffle the weapon effect cards and place them face down in a pile. Whenever a weapon is used against the Pred for the first time, the Human player draws a weapon effect card from the deck and places it on the weapon effect display next to the weapon in question. The weapon has the listed effect for the rest of the scenario. For example, a human fires an

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Anaerobic

Unaffected by vacuum or hostile atmosphere.

ACR at a Pred for the first time in the scenario. He draws a weapon effect card at random and gets "All results K." For the rest of the scenario, any attack by an ACR that achieves any result at all kills the Pred. The specific weapon effects are explained in 321.3.

If both of these are drawn, the Pred player can turn in the second card to cancel a random effect drawn by the Human player. This decision must be made when the random effect is first revealed or the opportunity is lost. The Human player immediately draws again and whatever result is drawn is the result used.

Reflexes: The creature is very agile. It can move its full movement allowance and still attack hand-to-hand in a single round. (Note: the combination of this card with *Speed* should only be allowed by special game condition; otherwise, the Pred player discards one and draws again.)

Regeneration: The creature regenerates injured body tissue. Every Recovery phase, roll one die for each wounded or incapacitated Pred. On a roll of six, that Pred recovers one health state: incapacitated becomes wounded, wounded becomes healthy.

Speed: The creature moves very quickly. Its normal movement allowance is 12 movement points; six if halved, three if halved twice. (Note: the combination of this card with *Reflexes* should only be allowed by special game condition; otherwise, the Pred player discards one and draws again.)

Snap Attack: The Pred is instinctively aggressive and can strike with lightning speed. Each time a human enters an adjacent hex (or the hex it occupies), the Pred receives an immediate, free hand-to-hand attack. Note that no free attack is received if the Pred moves next to a human.

[321.2] Displaying Predator Powers

The Pred player places his Pred power cards face down on the table. The Human player can see how many there are, but not what they are. The Pred player must reveal a power as soon as he uses it. Once revealed, that power card is left face up on the table where both players can see it during play.

[321.3] Random Weapon Effects

If the special power, *Random Weapon Effects*, is drawn, then the physiology of the Pred is so alien that standard weapons can have unusual effects. The Random Weapons Effect Display is located in the Scenario Book. The display is used to record these effects as the Human player discovers them. Each time a weapon is used against the Pred, a Random Effect card is drawn and placed in the box on the display that matches the weapon used.

Random weapon effects apply only to those weapons shown on the Random Weapon Effects Display. A weapon that is not listed there always has its standard effect.

Once an effect for a weapon is established, it remains the same for the duration of the game, unless an unpredictable metamorphosis occurs.

RANDOM WEAPON EFFECTS EXPLANATIONS

No Effect: The weapon has no effect on the Pred whatsoever.

Standard: The weapon's effect is exactly as described in the Standard and Special rules, with no modification.

CRT +1/ +2/ +3/ +4: The weapon is more than usually effective. The attack is resolved normally, but the indicated number (1, 2, 3, or 4) is added to the Combat Results table dice roll.

CRT −1/ −2/ −3/ −4: The weapon is unusually ineffective. The attack is resolved normally, but the indicated number (1, 2, 3, or 4) is subtracted from the Combat Results table dice roll.

All Panic: The weapon's attack is resolved normally. However, if any result is achieved (P, K, I or S, but not stun), it is automatically converted to a panic check.

All W/I/K: The weapon's attack is resolved normally. If any result is achieved (P, K, I, or S, but not stun), it is automatically converted to a wound, incapacitation, or kill, respectively.

All Stun: The weapon's attack is resolved normally. If any result is achieved (P, K, I, S, or stun), it is automatically converted to a stun.

Enrage: If any result is achieved (including stun), the weapon has no effect. The Pred, however, is enraged. If any human is within the Pred's movement allowance, the Pred moves adjacent to that human and attacks hand-to-hand. This move and attack is resolved immediately.

[322.0] Predator Activation

Preds are activated differently from humans. Swarm Preds have variable activation ratings. Individual Preds have no activation ratings at all.

[322.1] Activating Individual Predators

Individual Preds have no activation ratings. Instead, when an activation chit is drawn, the Pred player can activate as many Preds as the number on the activation chit. When he draws activation chit three, for example, he can activate any three Preds that he wants. The activation chit is placed on the Activation Track as usual.
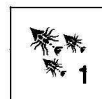
[322.2] Activating Swarm Predators

For Swarm Preds, the activation number is determined by the number of Preds represented by the counter. The activation rating of the counter equals *one-half* of the number of Preds on the counter. Fractions are rounded up. For example, a swarm counter representing eight Preds has an activation rating of four. A swarm counter representing three Preds has an activation rating of two.

[8]	equals 4 Activation
[3]	equals 2 Activation
[1]	equals 1 Activation

After the activation chit has been drawn, a large swarm counter can be broken into two smaller counters in order to activate one of the two counters. However, even if both of the resultant swarms are small enough to be activated by the activation chit, only one can be activated after the large counter splits.

For example, a swarm counter contains six Preds. Its activation rating is three. The current activation chit is two. The swarm counter can be split any of the following ways: five/one, four/two, or three/three. After splitting, either of the counters can be activated (except in the case of a five/one split; the five counter is still too large to be activated). Assuming the swarm counter is split into four and two Preds, either counter can be activated. The other must remain unactivated for the rest of the round.

[323.0] Predator Panic

Pred panic is handled differently from Human panic.

[323.1] Panic Ratings

Pred panic ratings are determined randomly by rolling a die and reading the result from the Random Panic table. All individual and Swarm Preds in a scenario have the same panic rating.

[323.2] Triggering Panic

Preds tend to panic less often than humans. A Pred must check for panic when:

- It suffers a P, P#, or W result on the CRT;

- Another Pred in its line of sight is killed. If a member of a Swarm Pred is killed, all other Swarms with a line of sight to the Swarm must check.

Only one check is made for a Swarm Pred. Preds in a swarm either panic at once or don't panic at all.

[323.3] Effects of Panic

When a Pred panics, it flees. Remove the panicked Pred from the map and place it to the side under a Panic marker. During the Recovery phase of each turn, the Pred player rolls one die for each panicked Pred. If the result is equal to or greater than the Pred's panic rating, it recovers. Otherwise it is still panicked.

A panicked Pred that recovers is placed back on the map at the end of the Recovery phase. When replacing Preds on the map, the Pred must satisfy all three of these restrictions:

- It must be out of all human line of sight;

- It must be in a room or deck where the Preds were allowed to set up *or* it must be stacked with another Pred (or dummy) counter;

- It cannot exceed stacking limits in the hex.

If there is no place on the map that satisfies these requirements, the Pred remains panicked and off the map until the next Recovery phase.

[324.0] Predator Tasks

Several tasks are available to Preds that humans are not allowed to use.

[324.1] Movement Tasks

Generate Dummy Counter: A Pred counter, whether real or a dummy, can generate a new dummy counter. The counter does not move. Instead, a dummy counter is placed in the hex with the original counter.

[324.2] Combat Tasks

Quick-Move and Attack: A Pred can move up to half its current movement allowance and still attack. This task is only possible if the Pred can conduct hand-to-hand attack in the same round. Note that a wounded Pred can perform this task.

Move (×4)	△
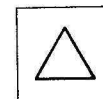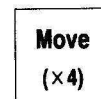
[325.0] Predator Movement

Preds have several movement restrictions and bonuses that humans do not.

[325.1] Airlocks

A Pred cannot cycle an airlock unless it has the *Intelligence* power. This means that most Preds cannot cross from one atmosphere into a different type of atmosphere.

[325.2] Lifts

Preds can change levels in lift hexes, but must do so only one level at a time. (The Pred is not using the lift, but is climbing inside the shaft.)

A subdued Pred can be moved in a lift along with humans at the normal rate.

The presence of a Pred in a lift shaft does not prevent the lift from operating normally. Neither the lift nor the Pred is affected by the other's presence.

[325.3] Extra-Vehicular Activity

A Pred that is is ejected from a ship via a probe bay, blown airlock, or similar method is considered killed and is removed from the game.

A Pred that has the *Anaerobic* power and moves out onto the ship's hull (through a breach, for example) moves four hexes horizontally or one deck vertically (see 316.0). The *Speed* and *Reflexes* abilities do not function outside the ship. Actual combat outside the ship is rare, but possible.

A Pred can move outside the planetary base only if it is described as native to that planet. Preds are noted as native to a planet in the scenario set-up instructions. Otherwise, a Pred that moves outside the planetary base is treated just like an unprotected human in that atmosphere. The exception to this is anaerobic Preds; they are unaffected by planetary atmospheres.

[326.0] Dummies

In order to confuse the Human player, the Pred player mixes dummy counters in with his Pred counters. All of the Pred player's counters are kept face up on the map so that the Human player doesn't know which are real Preds and which are dummies.

The number of dummies in play is stated in each scenario. The number of dummies on the map will fluctuate during the game but the number of dummies in play (on and off the map) stays the same throughout the scenario. (A dummy that is off the map is still in play because it can be returned to the map.)

[326.1] Using Dummies

Dummies activate, move, and stack just like Preds. Until it is revealed, a dummy can do anything a Pred can do. Each dummy that is activated counts against the number of Preds that can be activated that round.

[326.2] Removing Dummies

A counter (dummy or Pred) must be revealed (flipped over) when any one of the following conditions arises:

- The counter is in a human's line of sight and it is not marked as evading.

- The counter is detected by a motion tracker;

- A human moves adjacent to the counter and can trace a line of sight to it.

When a dummy counter is flipped face up, remove it from the map. If a Pred is flipped face up, it remains so only as long as the situation demands. As soon as none of the three spotting conditions applies, the Pred is flipped face down again.

[326.3] Replacing Dummies

Dummies that have been removed from the map can be placed back on the map in these situations:

- Whenever a panicked Pred returns to the map, a dummy counter (if one is available) can be placed in the same hex, as long as stacking restrictions are obeyed.

- A dummy counter can be replaced on the map when an active Pred (or dummy) sits still for one round and generates a new dummy counter.

- During a Preservation Interphase, all dummy counters are returned to the map.

The Standard Roster

For those players who want to jump into a game quickly, the following rosters present several standard crew, colonist, marine, and alien groups. Humans are listed without ID numbers or weapons, as these will vary according to the scenario. Abilities in parentheses are penalties.

Standard Colonists

Act.	Pan.	Posn.	Abilities
1	4	EM	—
1	3	EM	—
2	5	EM	F, H
2	2	SL	(H)
3	4	ASL	F, (H)
3	4	MD	—
3	5	E	(G)
4	2	EM	(G), (H)
5	3	EM	(F), G, (H)
5	3	AI	G
5	2	SO	G
6	5	EM	G

Standard Crew

Act.	Pan.	Posn.	Abilities
1	2	ASL	G
1	5	AI	F, (G)
2	3	SL	—
2	2	MD	(G)
3	4	EM	F, G
4	3	N	(F)
4	3	SO	G
4	3	FO	(F),(H)
5	2	E	—
5	5	EM	(G)
6	3	ST	F, (G)
6	3	EM	—

Standard Frontac Marines

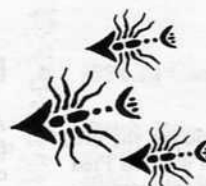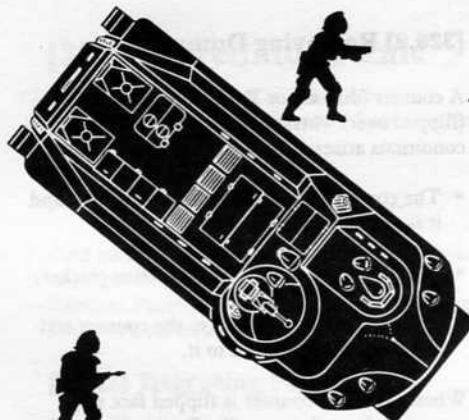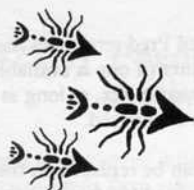| Act.	Pan.	Posn.	Abilities
1	2	—	(F), G
1	5	—	F, G
2	2	ASL	F, (H)
3	4	R	H
3	3	SL	—
4	4	—	(F)
5	2	MD	H
6	3	—	(G), (H)

Standard Preds

Stranglers: Anaerobic, Carapace x3, Hand-to-Hand + 3, Intelligent.
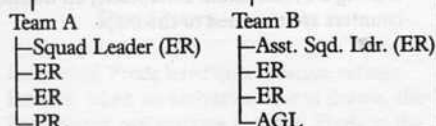
Lightning Bugs: Growth, Hand-to-Hand + 1, Snap Attack, Speed.

Stink Bugs (swarm): Clone, Corrosive Blood.
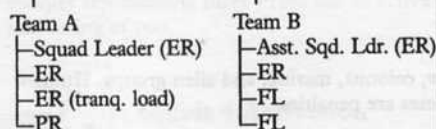
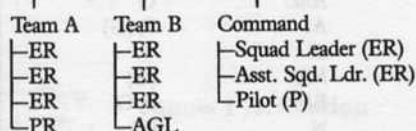**Stranglers (swarm):** Infectious, Random Weapon Effects.

Squad, R1 (standard)

- Team A
  - Squad Leader (ER)
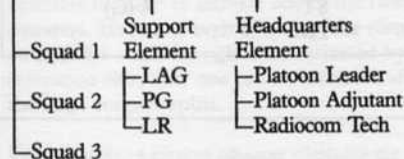 - ER
  - ER
  - PR
- Team B
  - Asst. Sqd. Ldr. (ER)
  - ER
  - ER
  - AGL

Squad, M1 (motorized)

- Team A
- Team B
- IVHE Crew
  - Driver
  - Gunner

Squad, S1 (special mission)

- Team A
  - Squad Leader (ER)
  - ER
  - ER (tranq. load)
  - PR
- Team B
  - Asst. Sqd. Ldr. (ER)
  - ER
  - FL
  - FL

Squad, AB1 (assault boat)

- Team A
  - ER
  - ER
  - ER
  - PR
- Team B
  - ER
  - ER
  - ER
  - AGL
- Command
  - Squad Leader (ER)
  - Asst. Sqd. Ldr. (ER)
  - Pilot (P)

Platoon, RP1 (standard)

- Squad 1
- Squad 2
- Squad 3
- Support Element
  - LAG
  - PG
  - LR
- Headquarters Element
  - Platoon Leader
  - Platoon Adjutant
  - Radiocom Tech

Platoon, MP1 (motorized)

- Squad 1
- Squad 2
- Squad 3
- Command Vehicle
  - Platoon Leader
  - Platoon Adjutant
  - LAG
  - PG
  - LR
  - Driver
  - Radiocom Tech
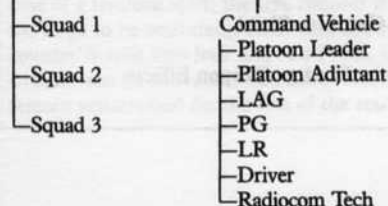
Bug Hunter
TASK SUMMARY

Movement Tasks

Move (8 MP) [1] [2]
Evade (4 MP) [1] [2]
Climb [1] [2]
Descend [1] [2]
Jump [1] [2]
Stand Up [3]
Fall Prone [3]
Cycle Airlock (Human) [1] [2]
Summon Lift (Human) [1] [2]
Generate Dummy (Pred)

Preparation Tasks

Reload [3]
Rearm [3]
Exchange Weapon/Equipment [1] [3]
Prepare Grenade [3]
Prepare Rifle Grenade [3]
Prepare Satchel Charge/Thermal Bomb [3]
Prepare Quick Fire [3]
Prepare Quick Throw [3]

Combat Tasks

Sight
Direct Fire
Opportunity Fire (direct only)
Quick Fire [1]
Throw
Quick Throw [1]
Attack Hand-to-Hand
Quick Move and Attack (Pred)

[1] Can drop prone after performing task.

[2] Must remove an Exposed marker after performing task.

[3] Can remove an Exposed marker after performing task.