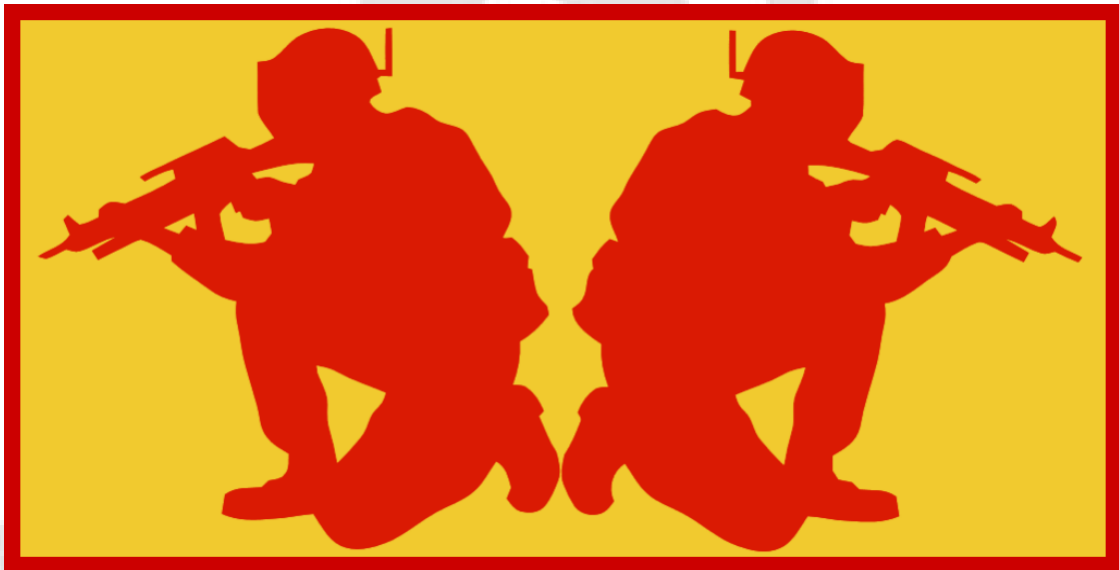


FUNDAMENTAL DUCK!

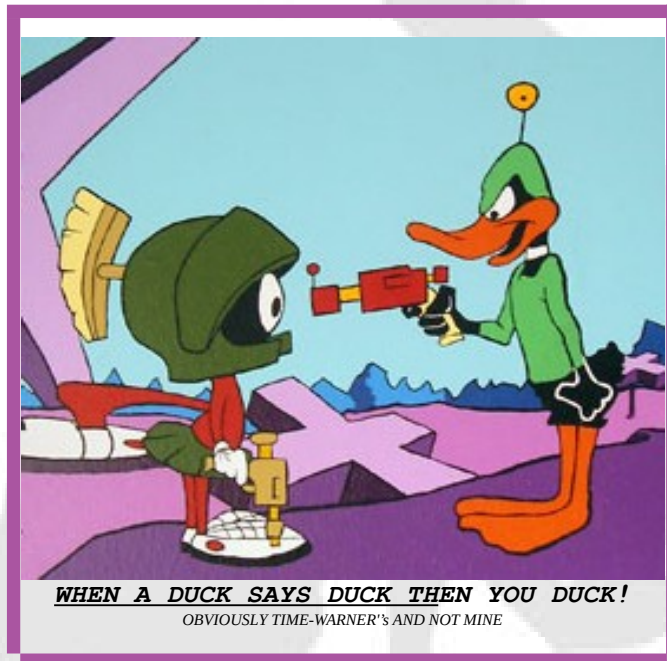
CORE RULES FOR COMBAT WITHIN CONFINES

SCI FI TABLETOP GAMING WITH 54mm FIGURES

BASIC GAME PROCEDURE



BOOKLET 2 OF 8



SUMMARY

The game is based around a small team of explorers/attackers/defenders/ who must move around in a restricted environment such as a spaceship or a labyrinth of tunnels and fight numerous enemies whilst aiming to complete a mission.

Play is on a square grid and can use any scale figures but 1/35-54mm 'Army Men' scale is recommended to allow easy modelling and conversion.

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1.LAY OUT THE ARENA

Refer to Booklet 1 'Set-Up' to get the table ready.

Refer to Booklet 9 to get the figures ready and Booklet to have your Team assembled and ready to roll.

You need a deck of cards which show different plans of the playing arena. If your universe includes spaceships then these will be different types of spaceship, for example.

The range of caves, bases, spaceships or hive-city maps will be developed on the basis of your overall Universe scenario(Booklet 5).

For example. I use 'Drifters' which are abandoned spaceships.

Draw 1 card. Lay out the arena.

The ship map should now be laid out and INFESTATION MARKERS placed on each tile. That is, a Threat marker with a PING on the reverse and Source Location chits. Add EVENT cards, 1 per area, and lay out the cargo.

2.MISSION ASSIGNMENT

The basic scenario is that a play arena is infested with an alien species and should be cleared of them.

Within this are many subtle possibilities depending upon your Universe - see Booklet 5.

You should make a deck of MISSION CARDS which have the objectives for a game on them. Choose 1 at random and place on the MISSION DISPLAY BOARD. Now you know what the Team is trying to do in the game.

At the start you may have few and simple objectives. e.g. 'Clean out the base'. As you progress your scenarios will become more interconnected and more objectives specific to your universe will arise.

THE Threat Source : LOCATION CHITS

This more likely to be in certain areas of the arena. e.g. deepest part of a mine. Put more location chits there. You can also vary this distribution according to the Threat Species.

On a Drifter...

3 Per Reactor Room, 3 per Engineering Section, 0 for Bridge, Arsenal, Store and Tech Lab.

There should be 1 Source chit marked H ON THE REVERSE and the rest blank.

Place the markers exactly on the tiles by random dicing just before the TEAM enter the tile - this to save time.

When found, each marker must be examined using a successful action.

Threats on the Source tile.

When the Source Entrance is located an extra Threat distribution card is placed on the tile. If the TEAM have discovered the Source by exploration then these Threats appear round the perimeter squares on that tile - they have been hiding in shadows or recesses. If the Source is located from the Bridge or other remote location then the 2 Threat cards on that tile are dealt with as the TEAM enter, as per the usual procedure.

3.Red and Green Event Cards

A set of each is needed and these are dealt 1 to each module.

When a door opens any RED card is turned and dealt with **before** any other action by Team or Threat.

GREEN cards are dealt with **after** all Threat activity is dealt with and the Team have exhausted their options in that module.

You may choose to have a dice roll to see if the event actually happens - then not every module will have an associated event - which can get tiring!

These detail some information which affects the TEAM. It could be instruction, new orders, something happening.

4.MOTHER

Mother is the name given to the craft the Team arrives to the game in - spaceship, submarine, APC or Handsome Cab.

Mother is not controlled by the Team but by the Megacorp.

Mother's design, construction and performance is more Ford Transit than F-35.

Mother can send information to the Team and may sometimes respond to queries or requests for aid.

5.ENTER AND BEGIN OPERATION

GETTING INTO THE ARENA

Select a place for entrance.

This can have exceptions, for example no entrance is allowed to a spaceship via the engine out-takes or into the control room/bridge.

This can be made as a simple model along which the boarding party can be arranged in the sequence they will enter the ship. For a tunnel complex or mine it could be a drill machine or an

elevator. For an underwater cave complex some kind of gated entrance or airlock. For an arena in a hive-like future city it could be an entrance vestibule to an aptmnet block or windows in a building. Etc...

OPTIONAL RULE:

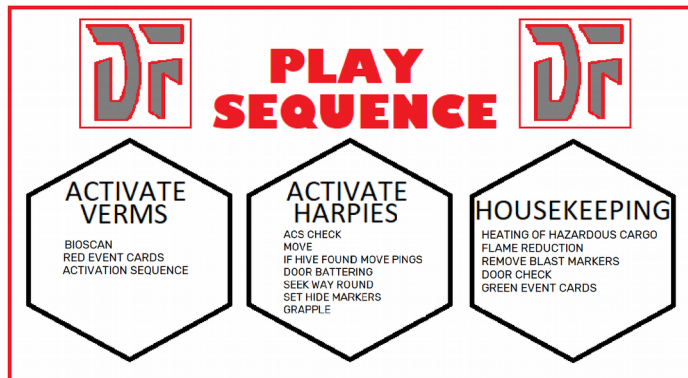
Allow both entrance by recognised access or wherever desired by boring / blasting in.

6.The first turn sequence is as follows:

1. Attach Boarding Bridge
2. Make a Biosensor sweep of the tile to be entered (via a minor hole drilled for purpose?).
3. Line up the team in boarding sequence, counting the leader/s as on a square adjacent to the first square on the tile entered.
4. Push-in the cut-out entry hole in the ship's hull / open the door.. and continue the turn with the Team Activation Phase and proceed as below.

7.SUBSEQUENT PLAYER TURN SEQUENCE

1. EXPLORATION PHASE
2. ACTIVATE THE Team (SET SEQUENCE OR RANDOM)
3. ACTIVATE THREAT
4. HOUSEKEEPING - CHECK MARKERS, CHECK RANDOM EVENTS ETC.



TURN SEQUENCE IN A MULTI-TEAM GAME-MISSION

If more than one team is used - and more than one person can also control the Threat side - the game turn sequence must be modified.

NOTE : In the multi-team game players can only use 1 action for each figure.

If two players play against each other it is essential that the opponent operates Threats on a tile occupied by a player. Otherwise alternate as Threat activations come up.

Remember, Threat figures are moved in the sequence nearest to the Team first, furthest from the Team last.

Dice if a tie.

Packs are counted as the nearest member to the Team.

PLAYER TEAM SEQUENCE

At the end of his turn, each player sets his activation deck with 1 card for each member and he chooses the sequence as he sets it down but cannot change it before it is played through.

OVERALL SEQUENCE PACK

This is made up of 1 card for each module for the Threat and 1 card for each module for the Team side. Shuffle and draw. Work through the pack in each round.

8. BIOSENSOR

In this Phase the Team open a doorlock or scan an area with the Bio-Sensor.

The Bio-Sensor detects through 1 bulkhead or two tiles if doors are open.

In the EXPLORATION PHASE the results of the BIOSENSOR are determined.

a) Turn over the INFESTATION MARKER for each adjacent scanned area to reveal the PING colour.

b) place appropriate Source location chits

Ping Procedure

A PING marker is a coloured spot. This is only exposed when TEAM bio-scan the tile.

Bio-Scanning requires the Bio-Scanner, usually part of YOU's gear. It can scan a module if YOU holds it against the door. Requires 1 activation for a scan. If YOU fumbles it then scan has failed, try again.

The colour of the spot indicates which line to use on the appearance chart below.

The Source tile gets 1 extra PING when the Source Entrance is located.

DIFFICULT GAME : Each turn until the Source is entered an extra INFESTATION MARKER is put onto tiles adjacent to a tile where there was shooting until humans explore the tile. (put a +1 on the existing marker for disturbances)

Threat DISTRIBUTION TABLE	
PING STRENGTH	NUMBER OF Threats
RED	2 AVD
ORANGE	AVD +2
BLUE	AVD +1
GREEN	AVD
PURPLE	AVD -1
NONE	FALSE

Threat PLACEMENT

Threats are only placed once the door to the module has been opened. Take each Threat and throw 2D6. First dice is the column on the tile it is placed, the second is the row. You can use two coloured dice to make this clearer to avoid dispute. 6 counts as 3. If there is no space then place the Threat on the next available space nearer to the nearest Teamer.

9.ACTIVATING THE TEAM

Team can be activated one at a time or two in the same square can be activated together.

ACTIVATION SEQUENCES

On Game turn 1 the sequence of activation is the boarding formation you laid out, first figures over the boarding bridge are the first ones to be activated etc. no need for the Activation Stack.

The first square they move is the one on the tile adjacent to the airlock.

Otherwise...

1. Order the player chose at game start. Repeat each turn. Ensure this by stacking the activations chits or putting the monitor cards in sequence, left to right on the table.

2. Order of nearest to Threats first to those furthest away (dice to decide if equal)
3. Random card deck.
4. Sequence from Character Card Activation Stack - preferred method. In this method the player keeps his card out and can act before or after any other is drawn but not during another Verm's turn.

Team can do 2 actions each turn, in any order, each being one of the following:

1.MOVE

2.SHOOT

3.Other Action

Each character has two Action Chits.

When he acts, the player moves a chit on the chart from the READY over to ACTED part of the activity display.

The same action may be done twice.

The player says what the figure will do and in which sequence.

If figures are in the same square they can be made to act simultaneously.

WAIT - one Action Chit can be held in reserve AFTER ACTING ON THE FIRST CHIT - by placing it in the WAIT box.

If a figure has a chit in the WAIT box then he can challenge when

- An enemy moves into sight
- An enemy moves adjacent
- He can reply also, if shot at

...and make an attack or move or action at that point.

At the end of the turn unused chits are recycled with the rest. The WAITING figure can shoot or move or act as his option. He executes the action **after** the enemy has moved a square of his route or changed orientation. If an enemy does not move at all then no action can be triggered.

IT IS NEVER POSSIBLE TO HAVE 2 CHITS IN THE 'WAIT' BOX.

To SHOOT he does what is appropriate for the weapon within his arc of fire and line of sight.

OTHER ACTIONS

These include - opening and rummaging a locker.
Operating a door lock.

Entering or leaving a truck or Special Location such as a Tech Lab Isolation Unit, a Hibernation Unit, Workspace.

Setting up a Drone Gun.

Examining a cargo element for Tampering etc.

A scenario may include many actions to be carried out by the TEAM. Each should be well defined as to what an Action Chit expenditure can achieve.

FUMBLE TESTS

If a player does anything other than SHOOT or MOVE then he needs to make a successful Fumble Test or he does not complete the task.

A score LESS THAN the Fumble Factor is a success. WOUNDS give -1.

A failed Fumble Test can mean he was distracted, sweat clouded his vision, stress caused him to make an error etc

10. BASIC MOVEMENT

All figure types have a basic move which is decided by rolling a dice. It is important that you cannot predict how much movement a figure will get.

Verminators have a Basic Move of DAv squares (233445)

This can be modified by physical characteristics.

Encumberance - when a figure carries its maximum load - will reduce movement by 1 square.

ACTING IN CONCERT

If 2 figures occupy the same square they can act simultaneously. They both act when the first i.d. marker for one of them is drawn or one is sequenced to act.

WAITING

If a player wishes he may save a figure's action to be used later in his turn or in the Threat's turn. This is done by putting an i.d. marker in the WAIT box in the ACTIVITY BOARD.

Only 1 i.d. chit, and 1 action, can be put on WAIT.

WAITING figures can act when

- a Threat previously unseen becomes visible to him
- a Threat moves into an adjacent or his own square

FACING

A figure 'faces' where the figure's weapon and face are directed or the direction the figure is 'moving to'. An arc 90 degrees either side of this direction is the 'arc of facing' of the figure. The figure can 'see' and shoot and throw at targets in this arc.

CHANGE OF FACE

If a figure moves at least one square then it gets a 'free' change of facing at the end of its move.

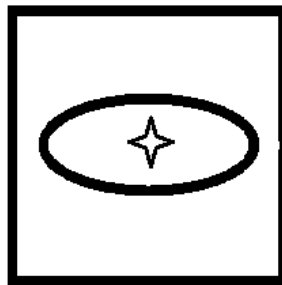
If a figure does not move out of its own initial square then it costs an action to change facing.

POSITION

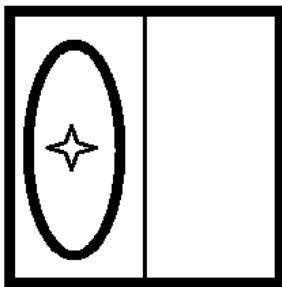
Within a square it is possible for a figure to be in several positions. Human figures can stack up to two in each square. A single human figure can thus stand

- alone in the square centre
- on the left
- on the right
- in the forward half
- in the rear half

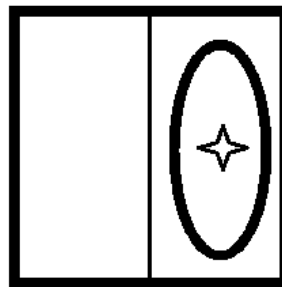
FRONT FACING



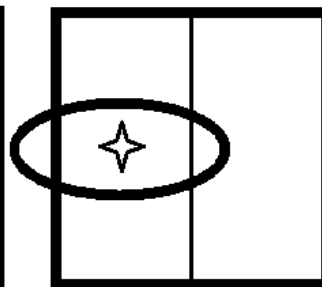
centre position



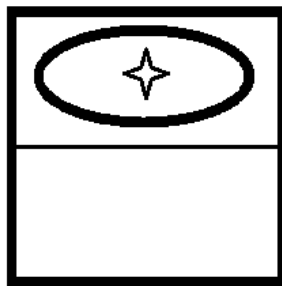
left position



right position



left position with figure standing 'broad-face'



figures standing 'broad face' in the forward and rearward positions.

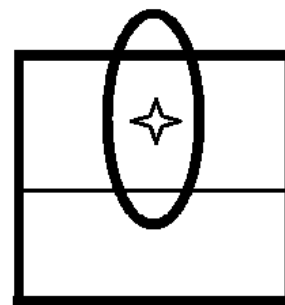
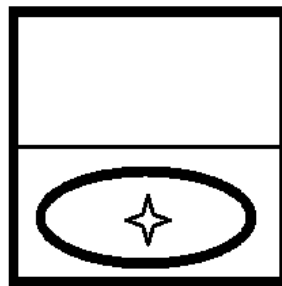


figure standing 'narrow face' in forward position

CHANGE OF POSITION

A figure (human) occupies half a square - because it can stack up to two. Figures which move at least one square get a 'free' change of position at the end of the move. If it wishes to adopt a different position it requires an action to be expended.

NOTE: A **single** action allows change of **both** face and position.

POSITION JUGGLING

If two figures stacked in the same square wish to change positions they can do this if one expends an action **BEFORE** the other has activated. i.e. position-juggling is only allowed while **BOTH** figures have potential actions available. If one has already acted no swap is possible. If any have a WAITing action this is **expended** when juggling occurs. Juggling could, in theory be done when two figures are WAITing and one spots a newly visible enemy in the Threat turn. The player may then juggle the positions but this will use BOTH figure's WAITing actions.

(This represents the loss of concentration and stance caused by movement and coordination of the figures.)

MOVING

Moving is from square to square. Half-squares or even quarters may be used for position or targetting but not for movement.

1 square is entered for each movement point under normal conditions if the figure is healthy and not -DUCK!ed. Figures can move on lines, columns or diagonals.

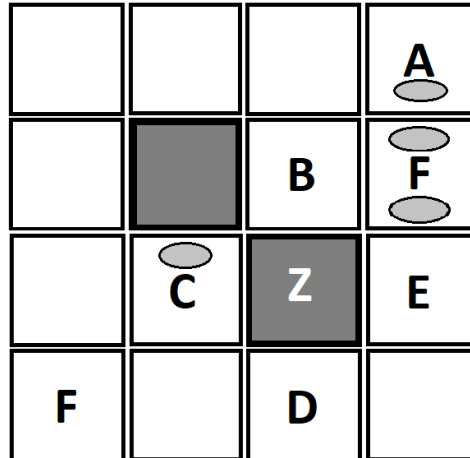
MOVING ON DIAGONALS

If the two squares whose corners meet on the diagonal the figure wishes to pass are prohibited for movement then the diagonal between them cannot be moved on.

If 1 is prohibited then movement is possible at a cost of 2 movement points, avoiding the non-prohibited square.

If both squares are free and open then it costs only 1 movement point to cross the diagonal.

Moving diagonally onto an obstacle costs 3. Moving at the same level costs 1.



MOVING A -> B COSTS 1 MOVEMENT POINT
 MOVING B -> C IS NOT ALLOWED
 MOVING C -> F COSTS 1 MOVEMENT POINT
 MOVING C -> D COSTS 2 MOVEMENT POINTS
 MOVING D -> E COSTS 2 MOVEMENT POINTS
 MOVING D -> C ALLOWED, ONLY 1MAN IN C, COSTS 2 POINTS
 MOVING B -> E IS BLOCKED BY Z AND FULL SQUARE AT F
 IF Z IS HIGH OR LOW THEN MOVING FROM B,C,E,OR D ONTO IT WOULD COST 2 MOVEMENT POINTS
 IF Z IS HIGH OR LOW THEN MOVING ONTO IT FROM F COSTS 3 MOVEMENT POINTS
 MOVING FROM Z TO C,D,B,E COSTS 1 MOVEMENT POINT
 IF A FIGURE AT Z WISHED TO MOVE TO THE OTHER OBSTACLE THIS WOULD COST 1 MOVEMENT POINT.

DASHING

A figure can move at +2 movement points if he declares a DASH before he rolls for movement. He is then marked and next turn movement activation he suffers -2 to his dice roll whether he shoots, does an action or moves. If he discards an activation chit to get his breath back then he can act again without penalty. (DASH marker ?)

DIFFICULT GAME : A fumble means the figure skids and falls over in the destination square - counts as -DUCK!ed.

Work through the deck of i.d. markers or the sequence until all figures have done two actions, or done one then set the other as a WAIT, or done nothing and set the other as a WAIT.

MOVING THE Team

There is a square grid. Each square costs 1 movement point to enter.

To MOVE roll 1 Average dice and the figure can move that many squares or less.

Bulkhead elements with a black top are joined to the ceiling and cannot be climbed over.

A square with other furniture - a CLIMBING OBSTACLE - cost 2 to enter - not leave.

DIFFICULT GAME - DIAGONAL MOVES COST 2 MOVEMENT POINTS.

A figure cannot enter a square fully occupied by obstacle blocks or by 2 Team.

A figure cannot cross a square fully occupied by obstacle blocks or 2 Team or a Threat..

A square half occupied by an obstacle can be entered or passed through by 1 figure but through the blocked square side. The square cannot be entered diagonally on the blocked side.

FREE ALIGNMENT AT MOVE END

Alignment is important because the figure has a limited arc for shooting and moving. A figure can move forwards only through the front 180 degree arc. Figures can move backwards at half speed. At the end of any move the figure can be turned to face as desired for no extra cost. Otherwise a figure uses a movement point to turn on the spot.

Threats turn at move end to face the nearest Verm / along the quickest route to him.

11. -DUCK!ing

The game's eponymous action is the rapid dive to the floor to avoid enemy or friendly fire amid a hectic cross-fire and melee in a half-darkened locale full of frightful enemies and frightened comrades. That is what a -DUCK! is! -DUCK!ing also covers mad scrambles to roll under closing doors, beating an alien to a switch or recovering dropped gear.

How to DUCK! : At any point in the turn, if a figure wishes to shoot across a figure which blocks LINE OF-FIRE then the blocking figure can -DUCK! This means he can fall prone facing the same

way without paying an action to do so and still leaving time for the shooter to make his shot. If an action is available to expend for this act , maybe a WAITing action chit, it **must** be used.

N.B. Flamers or shotguns cannot shoot through even -DUCK!ed figures.

A -DUCK!ed figure is replaced with a prone figure or is marked with a duck marker.

Activity while -DUCK!ed : While DUCK!ed, figures can crawl 1 square per action, reload non-heavy weapons, shoot at enemy entering their square in the normal arc of fire, throw up to 3 squares with +3 to scatter.

Standing Up Again : It requires an action to regain a standing pose. This can simultaneously be a WAITing action for one action chit expended.

Doors and DUCK!ing : Whenever a door is closing, a Teamer adjacent to the door aperture squares can always make a last-minute duck and dive under the door. Two men stacked together can do this together.

If an action is available to expend for this act , maybe a WAITing action chit, it must be used. If no action is available then the figure can still duck under but he makes a FUMBLE test and failure means he is crushed under the door.

N.B. It is allowed for a Teamer to man the door controls with a WAITing action and trigger the door if a Threat tries to cross the threshold. Unless the door operator FUMBLES, the Threat is crushed and trapped, maybe wounded or killed under the door.

DOOR CLOSING DUCK!

Whenever door is closed as an operation a Team adjacent to it can try to duck under to be on the other side when it is closed and he can use an Action Chit from the WAITING box to do this. If an Action Chit cannot be spent to do this - as the door is closed, then a successful Fumble Test must be made if he attempts to duck under. Failure means the door closes on him and kills the Team.

A Team can WAIT at door controls and close it when a Threat crosses the threshold, using an Action Chit. If he makes a successful Fumble Test then the Threat is crushed as the door closes.

Obstacle Height

Obstacles include furniture and cargo as well as other figures and vehicles and drones.

Figures and LOW furniture do not block sight. They block direct shooting.

Movement costs +1 if the figure fumbles when leaving the square. Threats pay nothing.

Vehicles, drones and HIGH furniture block sight and all shooting.

Movement for all figures costs +1 to climb onto the obstacle and no extra to hop off.

FULL HEIGHT furniture runs overhead-to-deck and blocks sight and shooting.

Movement is blocked.

Obstacles can be half or quarter of a square.

12. BINGE

If a figure lacks BINGE then he will fail to do courageous or demanding actions. When put in a situation of stress then figures have to check for a BINGE DEFICIT.

STRESS SITUATIONS

- First man in a module
- First sight of HORRIFIC Threat
- Teamer killed within sight
- Indicated by EVENT card

A BINGE DEFICIT results from a failed BINGE Check Throw.

Throw equal or less than his BINGE factor as per display. This starts at 6. Each time he suffers a stress situation on the list above, reduce it by 1.

If he fails then mark the status display with a **chicken** marker.

Horrific Events include first sight of a gruesome pest. Devouring/exploding of a colleague. Sight of a stomach-turning scene of violence or devastation etc.

Effects of Binge Deficit : The figure loses all his + factors while the chicken is on. At the moment he fails the check he is

moved 1 square away from the nearest Threat or the task he was attempting. He can no longer be the first figure activated in a turn, even simultaneously with another. He moves to keep another Teamer between him and any T.I.s. Must make a BINGE test to throw or shoot. May grapple if attacked. Rolling 2 D6 any turn he stands still, if he dices 12 he shoots at the nearest figure. If no gun he detonates his own grenade. Otherwise attacks the nearest figure with his cutlass.

Re-instilling BINGE is done by YOU expending an action while adjacent to the afflicted figure and making a successful BINGE check yourself. This represents a pep-talk and reminding the offending figure of his family, wages, company obligations, the barrel of your hand-blaster etc. Remove the chicken in case of success and roll a dice to see how many BINGE points he has to continue with.

Some events may increase BINGE or the following experiences also raise BINGE 1 point.

THREAT SOURCE CLEARED

FIRST SHOT KILL

GAME PLAYERS DECIDE A DEED IS WORTH A POINT

BINGE never goes above 6 points or below 1.

13. ACTIVATING THE THREAT

Threat Individuals are activated in order from the closest to the Team to the furthest away. Dice in case of equality.

These will have a movement rate stated on their data sheet in the MONSTERS booklet.

There are two kinds of Threat: Stimulus-Driven and—Intellect-Driven.

Intellect-Driven Threats are usually humans and act as the controlling player desires.

Stimulus-Driven Threats use the Reaction Profile for their species and check for stimuli before rolling. Stimuli may be sound, sight or other sensory inputs - noted in the species data sheet.

Threat Individuals have only one action unless they are Human. But they will always Grapple the same turn if they get into contact.

THREAT MOVES

Each Threat has its own movement allowance as per its data sheet.

Most Threats will try to close to contact and then grapple the Teamer. Threats with a distance attack may close just enough to deliver that attack.

In any case the Autonomous Activity Generator gives the Threat Individual's action according to the species Reaction Profile.

Below is The Basic Threat Reaction Profile.
This can be modified for specific species.

STIMULUS-DRIVEN SPECIES : BASIC REACTION PROFILE

DICE	IF TEAM ON TILE	IF NO TEAM ON TILE or NO SIGHTING	MODIFIERS TO THROW
1	ATTACK NEAREST	STAY	WOUNDED +2
2	ATTACK NEAREST	STAY	HUMAN ON Source -2
3	ATTACK NEAREST	STAY	FACING AWAY+1
4	ATTACK NEAREST	STAY	IN PACK -2
5	STAY	HIDE MOVE AWAY	
6	MOVE AWAY HIDE	HIDE MOVE AWAY	

Here is an example of a reaction table for Harpies.

<p align="center">CONTINGENT ETHOLOGICAL RESPONSE MATRIX FOR HARPIES</p>			
BASIC MOVE 1xD6			
	TEAM ON TILE	NO TEAM ON TILE or NO SIGHTING	MODIFIERS TO THROW
1	ATTACK NEAREST	STAY	<i>WOUNDED +2</i>
2	ATTACK NEAREST	STAY	<i>HUMAN ON HIVE - 2</i>
3	ATTACK NEAREST	STAY	<i>FACING AWAY+1</i>
4	ATTACK NEAREST	STAY	<i>IN PACK -2</i>
5	STAY	HIDE MOVE AWAY	
6	MOVE AWAY HIDE	HIDE MOVE AWAY	
HIDING	MARK WITH EYE : NOW COUNT AS 'WAITING'		
WAITING	LOS OR WITHIN 2 Sqs TRIGGERS ATTACK (SCENTED/HEARD)		
PACK	<p>IS 2 OR MORE ADJACENT HARPIES - CAN ACCUMULATE OTHERS PACK HUNTING If 2 or more Threats are located in adjacent squares - not diagonally - then they each throw a dice but all act as having the best move throw. Place their dice next to them to avoid confusion. Move the closest to a human which can move first to the furthest last.</p> <p>If there is no way any Threats can reach a human this turn then they will all HIDE instead.</p>		
ATTACK CHOICES	<p>Priority for attacks</p> <ol style="list-style-type: none"> 1. BACKS 2. HEAVY WEAPONS 3. YOU 4. OTHER 		
PREY	<p>MEN INCAPACITATED IN GRAPPLING ARE DRAGGED AWAY TO THE NEST FOR USE AS FOOD FOR THE LARVÆ. HARPIES MOVE AT -1 WITH A BODY.NO HELD WEAPONS GO WITH BODY.</p>		

PEST_IN_WAITING is the Threat equivalent of WAIT. Threat Individuals instructed to WAIT will get out of Line-Of-Sight then attack the first Teamer coming into sight and range of attack. Threat-in-Waiting Individuals get a marker to indicate their status.

Work through all the Threat Individuals until all have acted or are WAITING.

Threats MEETING A DOOR

Threats separated from Team by just a door will try either to beat it open or to sense a weak spot through a conduit or service plate and work their way through the bulkhead that way.

Upon meeting a doorlock/bulkhead

IF adjacent to a doorlock - 1 square for a narrow doorlock, 3 for a cargo bay doorlock - Threats commence bashing. Roll 16+ with three dice for a Threats to make a rent wide enough to squeeze through. This continues.

The way through is marked with a 'FOOTPRINTS MARKER'.

Once the marker is placed any Threats coming to that bulkhead will take that option rather than batter the door.

Threats SEEKING ACCESS

For each Threats at a bulkhead roll a dice. 6 means it has found a way through ducts or access hatches and is placed on the other side of the bulkhead. Mark the access route with a footprint markers. Others can use the same way. It takes a whole move phase to cross the bulkhead. There is a 50/50 chance the Threats continues to batter the door instead. Once a Threats has moved to the RED footprint marker it proceeds to use the access hole and will not go back to battering.

Dice for each Threats - 5/6 they seek a short cut, otherwise they batter.

No matter how many Threats seek a short cut they only find 1 short cut even if several throw a 5 or 6 when seeking.

DIFFICULT GAME : A way through is found for EVERY successful throw !

Throw batter dice together - score of 18 means a hole is battered - dice for where and put GREEN footprints there. Threats can move freely across this route.

DIFFICULT GAME A- DICE TO SEE IF THEY CROSS BARRIERS THROUGH DUCTS ON 4,5,6.

IF adjacent to bulkhead Threats tries to find a weak spot - 1 try allowed for each square side of bulkhead. Roll 16+ with 3 dice to find a weak plate or joint it can smash through. Only 1 try can be made.

If a weak spot is found the Threats takes a whole activation to wriggle from one side to the other.

The wriggle hole is marked by a 'FOOTPRINTS MARKER'.

Once the marker is placed any Threats coming to that bulkhead will take that option rather than batter the door.

They move to the nearest door segment and use activations to batter it. Each Threats does D6 damage per activation. A hole is created when 20 damage points are accumulated. The hole is marked as being on 1 square-side.

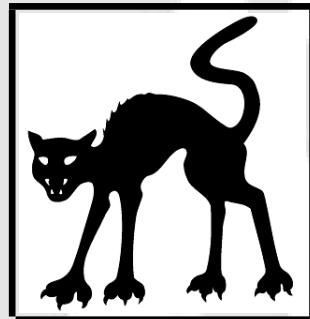
14.The Stress Kitty

Some Teams are just unlucky. Some Teamers are marked out for doom, like the extra crew members on Star Trek Away Teams. When things go awry for the Team or individuals then chits are placed in the Stress Kitty. When a catastrophe is possibly triggered then a number of chits are counted. If this total achieves a certain level then all hell breaks loose.

Every time a Stress Event happens a random stress chit is put in the kitty.

Different Teamers have different numbers of chits they donate when a Stress Event happens. Different teams have different Catastrophe effect tables.

Normal Teamers place 1 chit for every FUMBLE and every time a Teamer has a Binge Deficit. Unlucky Teamers place 2 . Jonahs place 3. Stuck Doors and certain event cards also place chits in the kitty.



A Catastrophe happens when the tenth (or other, depending on the scenario) Stress Chit is placed in the Stress Kitty.

When a catastrophe happens the kitty is counted up and the effects applied.

The Kitty then continues in use as before but now twice as many Stress Kitty chits are added for each cause.

Catastrophe Table - e.g.

10-15 points	:	Add pings to half or all modules
16-25 points	:	Power down.
26-35 points	:	Add event card to each module.
36-45 points	:	Activate x module Threats.
46-55 points	:	All event cards become red.

Other Possible Catastrophe Effects

One HEMG malfunctions

One Flamer malfunctions and explodes

All grenades are from a dud batch and from now on must dice 5,6 to explode.

Flamer gas leakage. Range now max 2. Max 2 squirts.

Free activation round for Threat.

Power Outage.

Airlock seal failure. Must re-attach - dice 6 after ave dice turns, Where? Another site.

15. HOUSEKEEPING PHASE

Various checks as to status of figures and random events are conducted.

EXPLOSION/ FIRE ALARM TRIGGERING

For any inflammable or explosive cargo lot, increase any red 'warming' dice by 1 pip for each adjacent flame marker or grenade explosion marker.

FLAME REDUCTION

In any square with flame markers remove one marker.

GRENADE EXPLOSION REDUCTION

Remove all grenade explosion markers.

DOOR CHECK

All doors with no human or Threat on an adjacent square are closed unless a human with a DOOR RC is in an adjacent tile in which case he decides if it closes or not.

If a BRIDGE/CONTROL ROOM override has been set then this phase is ignored.

If a human is at Ops Con with radio link then doors can be opened from there as an action by the one calling for opening/closing.

DRONE POWER DEPLETION

whether firing or not, moving or not, drones use power in their sensors.

REVEAL 'POST ACTION' (GREEN) EVENT CARDS

If there are any on the tile with TEAM.

16. IN THE CARGO BAY

LOAD COUNT

For every cargo load lost the TEAM lose bonus. Some may explode or go up in flames. An Inert load is damaged beyond recovery by a grenade blast adjacent to it or 2+ flame burn adjacent. - Mark with a skull and cross-bones or similar.

CARGO LOAD HEIGHT

FULL HEIGHT loads are marked with a red edge on the top to indicate they cannot be clambered over.

HAZARDOUS CARGO LOADS

If a grenade is ignited adjacent or a flame marker set out then in the Housekeeping phase set a red dice at 6 on the cargo load. Every subsequent turn there is grenade explosion or fire adjacent reduce that dice 1 per explosion and 1 per flame marker in Housekeeping. The turn it loses its last pip the load explodes covering 9 squares with grenade blast or flame depending on explosive/ flammable type. Extreme explosions may be 16 squares.

DRIVING VEHICLES

It requires an action to get into the vehicle. Characters need a licence to be able to drive each type of vehicle.

Vehicles turn on the front of the two squares they occupy - the rear swings round. If it cannot then there is no space to turn. Vehicles can move 2 DA. But require 2 sq to stop if moving more than 5.

Picking up cargo pods, smashing doors through, bulldozing an obstacle(only brown, not black ones) require a successful action.

GAME EXTENSION : 'THEY'RE IN THE CEILING!'

Use a gridded perspex tile on legs above a tile to provide a movement level above the basic floor.

Exit from ceiling space down to floor is possible at any of 6 randomly distributed points - hatches/weak spots (50/50). Weakspots are face down double dummies until Threats try to go down through them. Team can see hatches but not weakspots.

Threats are found in the ceiling on throw of 6 on D6 when area is entered. Place ceiling level. When locating Threats, on D6 4,5,6 put them in ceiling.

Threats move to be above a Verm and attack if possible. Otherwise they exit via nearest hatch/weakspot to attack.

TEAM/Threats need a low obstacle to climb up into ceiling.

Threats in ceiling within 2 squares of BIOSENSOR can be targetted. Otherwise not.

Only HAR and HEMG can shoot through ceiling. Flame or grenade or Shotgun can be used against a hatch square - not a weakspot.

18. TEAM PERFORMANCE IN ACTION

Team members are awarded Gold Stars during the game as the players see fit. Reasons should be..

- Act to complete part of mission
- Very unlikely roll achieved
- Carry comrade out / Hack alien off comrade etc..

19. MISSION EVALUATION AND ADVANCEMENT WITHIN THE COMPANY

POSITIVE OUTCOME = BONUS AND PROMOTION
NEUTRAL OUTCOME = NEXT POSTING WILL BE DIRE
NEGATIVE OUTCOME = NEXT JOB MIGHT FIND YOU SHORT ON AMMO
AND LEADING A TEAM OF MORONS INTO HELL

BENEFITS OF COMPLETING A MISSION

Personal Advancement

Whenever a Team member succeeds he gets a Gold Star.
For killing an alien, for saving a comrade etc.

10 Gold Stars gets an advancement.

Mission Cards can indicate how many Gold Stars.

ADVANCEMENTS

Promotion

Construct a ladder of ranks.
Each rank will give a random technical ability.

Personal Development

A random Physical Ability Bonus.

TEAM ADVANCEMENTS

If the Team is kept together then it will gain from successful missions.

COMPLETED MISSION - 10 Gold Stars each

PART-COMPLETED MISSION - 5 Gold Stars

Failed Mission which became Catastrophe - Minus 10

ADVANCEMENTS

Double Ammo Distribution

Armour for 1 member

3 advancements gives a walking drone gun

Access to advanced weapons (see weapon chart)

FAILED MISSION

Next job is a toughie - raise Threat Levels by 1

REPLACEMENTS

Draw replacements to have random characteristics.
They must be armed with a HAR.

THE BLACK MARKET

Contraband retrieved is worth money but will not show in the 'official' advancement program.

Black money can be used to modify weapons, buy illegally awarded tech licences etc.

FORBIDDEN ITEMS:10 THOUSANDS

ILLEGAL ITEMS:20 THOUSANDS

HIGH VALUE ITEMS:5 THOUSANDS

PURCHASES

+1 HAR- 10 THOUSAND (UP TO 3 PLUSES)

FLAMER WITH 18 TANK - 20 THOUSANDS

MAGNETO GRENADES (6) - DO NOT SCATTER - 10 THOUSANDS

DOUBLE-DICE HAND BLASTER - 20 THOUSANDS

ARMOUR - 50 THOUSANDS